



The Spectrum

User manual

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The Spectrum User Manual – v1.0.1

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The spectro

User manual

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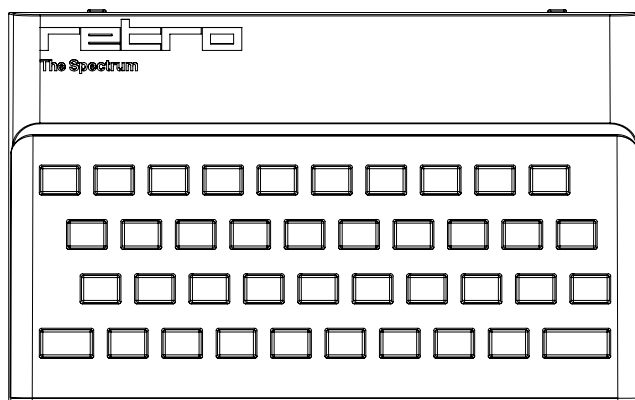
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CHAPTER 1

Introduction

The Spectrum is a modern recreation of the Sinclair ZX Spectrum personal computer series first released in 1982. The Spectrum is instantly reminiscent of the original 16 and 48K ZX Spectrum with a fully functional rubber keyboard. Looks can be deceiving however, as The Spectrum is packed with features that were only to be found on later Spectrum models, including additional memory and improved sound, and its HDMI and USB ports make it plug-and-play with today's technology.



The Spectrum comes preloaded with 48 of the best genre defining games made for the ZX Spectrum, all fully licensed and ready to launch from the easy to use carousel, plus you can easily play any ZX Spectrum games you own from a USB stick.

Alternatively boot up into Classic Mode and experience the immersive world of Spectrum BASIC programming.

The Spectrum is everything you loved, and better than ever.

CHAPTER 2

Setting up The Spectrum

Unpacking the box

Before connecting any cables, check the contents of the packaging:

- The Spectrum
- HDMI cable
- USB power cable
- The Spectrum Introduction book

You will also need to have the following items available (not included):

- A monitor or TV with an HDMI port, capable of displaying a 720p resolution
- A USB compatible 5V/1A (5W) output power adapter

Connecting The Spectrum

Make sure your monitor or TV is switched off before you connect The Spectrum.

Turning The Spectrum on and off

Switch the TV source to the appropriate HDMI input and press the power button at the rear of The Spectrum. The rear power indicator will illuminate red, and the TV will show the welcome logo.

To turn off The Spectrum, press and hold the power button for two seconds or select Shutdown from the options menu.

User interface navigation

To navigate the user interface and menus, use the keyboard and follow the on-screen prompts and key hints displayed at the bottom of the screen.

The keys **O**, **P**, **Q**, **A** and **M** are used to navigate left, right, up, down and select items, however the labelled cursor keys **5**, **8**, **7**, **6** and **0** can also be used.

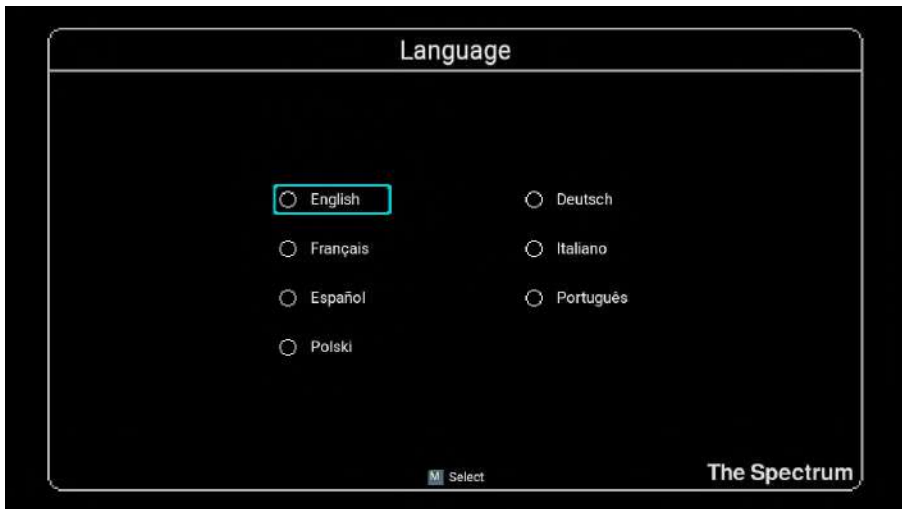
If you have a game controller connected you can use this to navigate the menus, and the on-screen key hints will change to button hints as appropriate.

First-time setup

The first time you turn on The Spectrum you will be asked a few questions about some essential settings needed to get you going with your new The Spectrum.

Language

The Spectrum first asks you to select your preferred language. Move the selector to the language you want and press **M**.

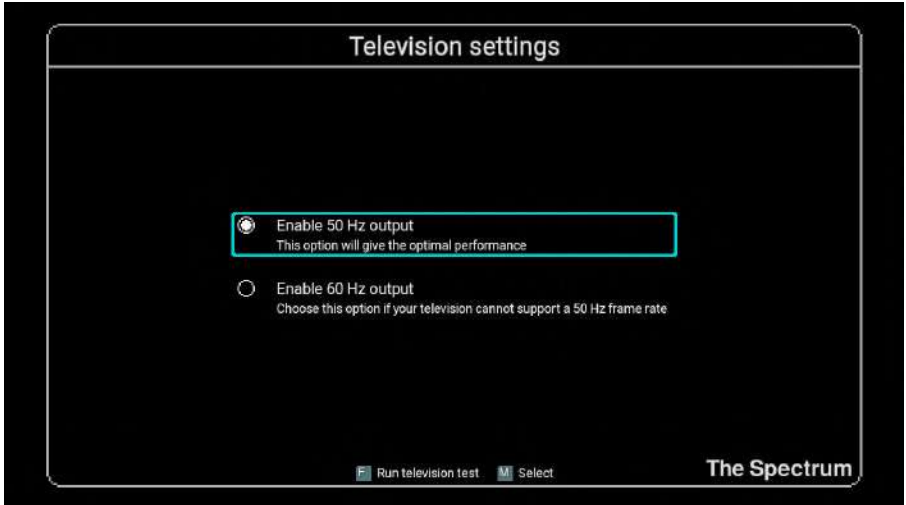


When you have made your selection, press **B** to move on to Television settings.

Note: This will only set the language of the user interface since the built-in games will be in English, with the exception of choosing Español where some of the carousel games will show in-game text in Spanish. See **Chapter 6 - Language**.

Television settings

To complete the set up, The Spectrum will ask you to choose the video output requirement of your television, either 50 or 60Hz. Move the selector to the required video output mode and select it by pressing **M**.



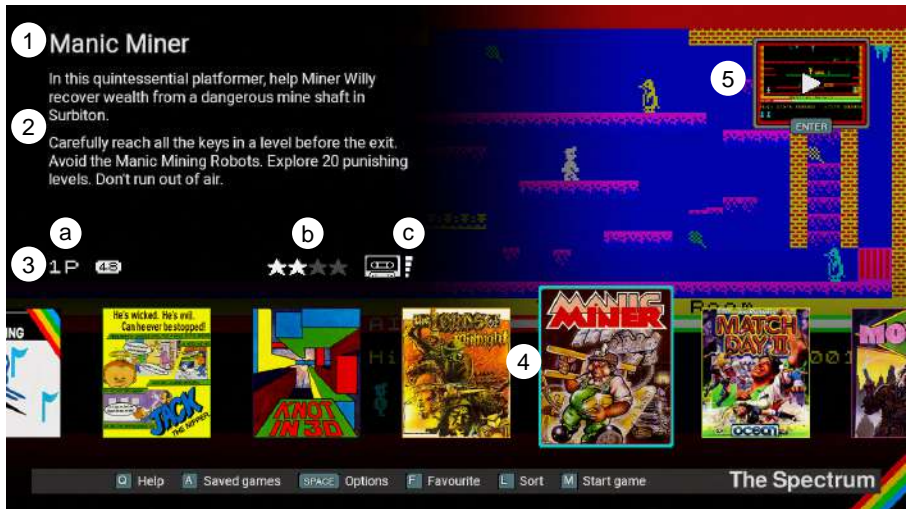
Note: It is recommended that you choose 50Hz for the best experience, if your TV supports it.

Before you can proceed, you must test and confirm that your TV will work with the chosen video output mode by pressing **F**. The Spectrum will perform the test by switching to the chosen video output mode for 20 seconds. When the test starts you may see your TV screen go blank for a few seconds.

If your TV successfully resumes displaying the Television settings menu with the new mode selected, press **L** to accept the mode. If the video test is not successful, identified by whether or not you can clearly see the Television settings menu during the test, wait until the test completes and The Spectrum reverts to the previous output mode.

CHAPTER 3

The game carousel



- 1) Current game title
- 2) Current game description
- 3) Current game information icons
 - a) Number of players icon
This shows 1P for single player games, 2P for two player games, and 2P* for games that can have more than two players.
 - b) Favourite stars
This shows the number of favourite stars you have given this game.
 - c) Saved games indicator
This shows whether any saved games have been stored for this game. The number of filled rectangles on the right hand side shows how many of the four saved game slots are occupied.
- 4) Carousel of games
This carousel shows the box covers of the games included in The Spectrum, with the current game highlighted.

5) Suspended game

While a game is suspended, a miniaturised view of the suspended game is shown floating at the top-right of the screen. This suspended game may be resumed or saved into one of four slots per game.

Selecting a game

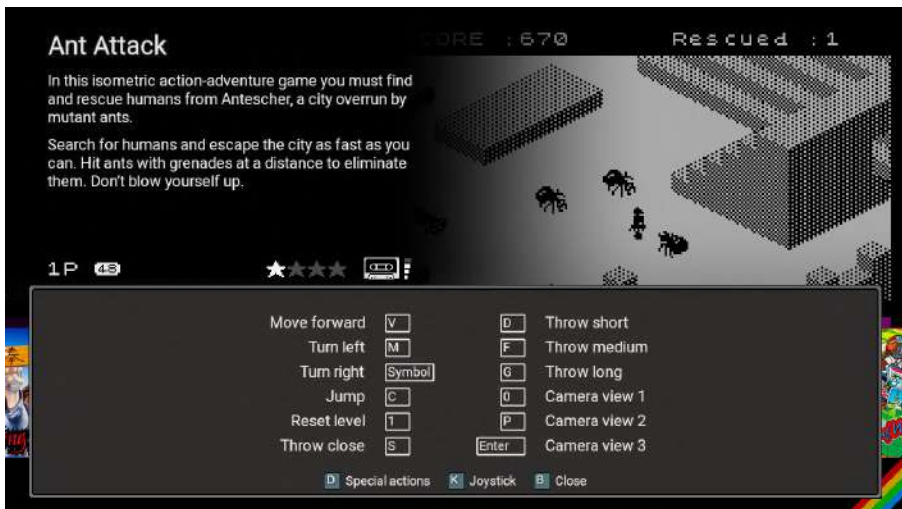
Use **O** and **P** to scroll through the carousel and select the game you want. As each game is selected, the game title, description and information icons displayed at the top-left of the screen will update accordingly.

Give a game a favourite rating

Press **F** to add a favourite star to the current game. If the game already has four stars, this will reset the number of stars to zero.

Sorting the carousel

Press **L** to sort the carousel of games by different criteria. These are Title (the default), Author, Genre, Year of release, Publisher, and number of Favourite stars.



Getting help for a game

Press **Q** to view the control help for the current game. This will show a table of keyboard controls for the game if you are using the keyboard, or if you are using a game controller, a diagram with each button labelled with its function within the game.

Pressing **K** will switch between keyboard and game controller views. Special actions are available across all games, such as showing the virtual keyboard or rewinding game play. To see which keys and buttons activate these actions, which are common to all games, press and hold **D**.

For full instructions on how to play each of the 48 included games, visit retrogames.biz/links/games/thespectrum



Playing a game

Select the game you wish to play from the carousel using the **O** and **P** and press **M** to start it from the beginning.

If a game is started before a suspended game is saved, the suspended game will be discarded.

ZX Spectrum games were all designed to be played with a keyboard since a joystick and joystick interface were optional. The most popular joystick interface was the Kempston, which is the default with The Spectrum, so if you wish to play a carousel game with a game controller, most require you to select Kempston joystick from the in-game options. For some games Kempston is not applicable, so refer to the full game instructions as described in Getting help for a game above.

Exiting and suspending a game

To suspend a game and return to the Game carousel, press **HOME** or the power button once. A miniaturised view of the suspended game will appear floating in the top-right corner of the screen.

Tip: Try not to suspend a game while in the middle of an intense action phase, as this can result in a game that is difficult to play when resumed.

Resuming a suspended game

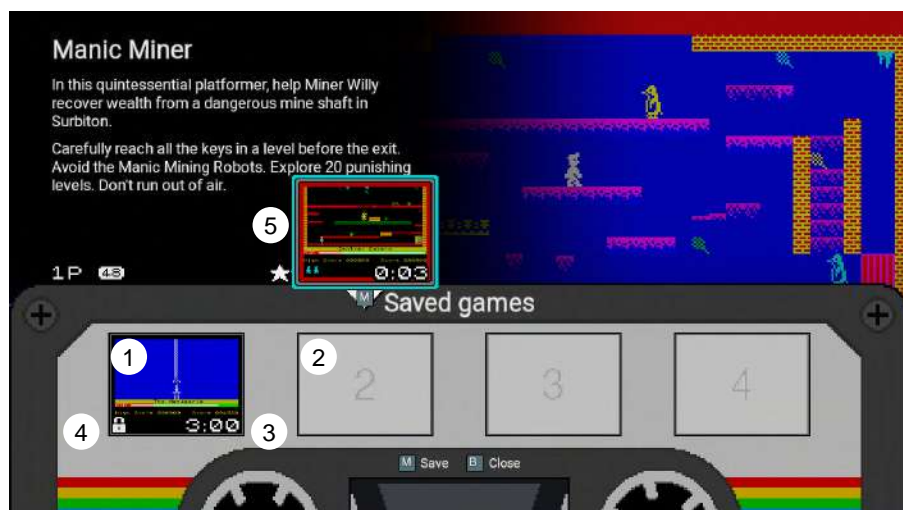
Press **ENTER** or the **HOME** button to resume the currently suspended game.

CHAPTER 4

Saving and loading suspended games

Pressing **A** when viewing the carousel will show the Saved game slots for the current game, where you can save a suspended game or resume a previously saved game.

Each game has four slots for saved games, represented by four sections of a cassette tape label.



- 1) Filled saved game slot
- 2) Empty saved game slot
- 3) Elapsed game time
- 4) Locked game slot indicator
- 5) Suspended game

Saving a game

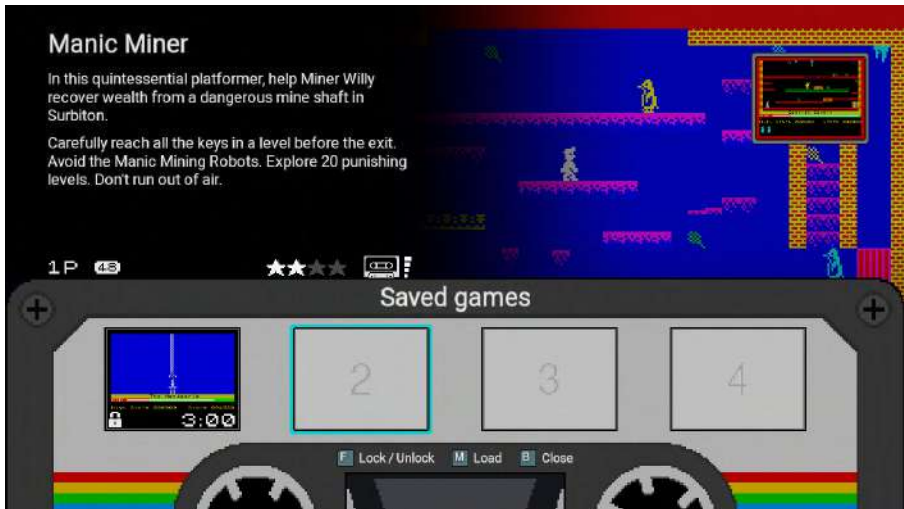
If there is a currently suspended game, the miniaturised suspended game will move down and hover above the first available Saved game slot (either the first blank slot or otherwise the first unlocked slot). Pressing **O** or **P** will move the hovering suspended game to another slot.

Press **M** to save the game in the chosen slot. This will overwrite any game already in that slot. If a slot has been locked you will not be able to save a game into that slot until you unlock it (see **Locking/unlocking a saved game slot**).

Loading a game

If there is a currently suspended game, the miniaturised suspended game will move down and hover above the first available Saved game slot. If this is the case and you want to discard it and load a previously saved game, press **Q** to move the selector down to one of the occupied game slots.

If the current game is not suspended, the selector will automatically move down to one of the occupied game slots.



Press **O** or **P** to select the saved game you wish to resume, and press **M** to load it.

Note: Loading a previously saved game will discard a suspended game that is unsaved.

Locking/unlocking a saved game slot

Move the selector to one of the occupied saved game slots and press **F** to lock that slot. This will prevent any game from being saved into that slot. Press **F** on an already locked slot to unlock it.

CHAPTER 5

Rewinding gameplay

While playing a game, pressing **HOME + O** will interrupt the game play and bring up the rewind controls on the left hand side of the screen. This allows you to rewind your game play by up to 40 seconds. You can rewind game play at any time, even after resuming a suspended or saved game.



Key	Rewind function
O	Step gameplay back by 10 seconds
P	Advance gameplay by 10 seconds
B	Continue the game from the current point in the rewind display.
X	Cancel rewind and continue the game from where gameplay was interrupted.
Y	Toggle pause of the replay on and off.

When you step back through the gameplay, The Spectrum will replay from that point. The current position in the rewind history is shown in the top left corner of the screen, and reflects the duration by which the gameplay has been rewound.

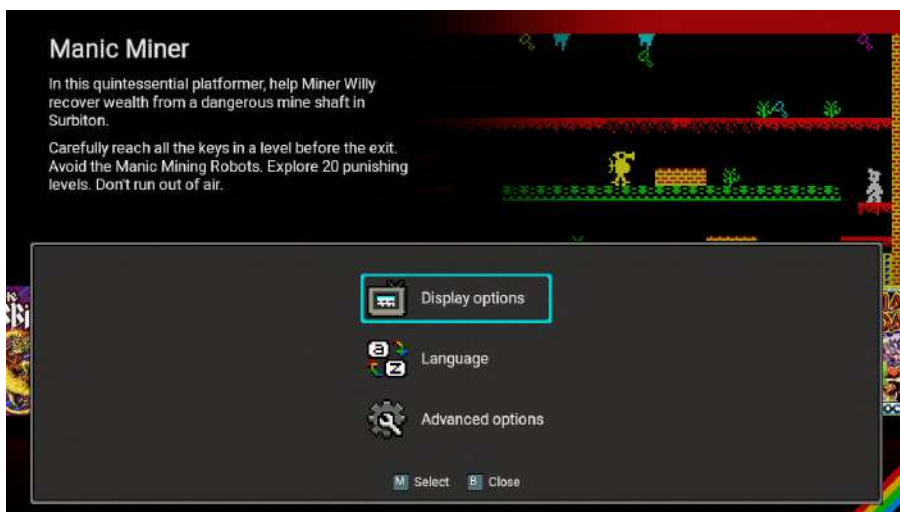


When you reach the point from which you wish to continue playing, press **B**. The Spectrum will display a 3-2-1 countdown, preparing you to take over the gameplay.

CHAPTER 6

Options and settings

Press **SPACE** on the game carousel to show the Options menu. These options control the operation of the entire console.



Move the selector with **Q** or **A** and press **M** to select a menu option. Press **B** to close and back out of any menu.

Display options

This menu contains options to control how a game’s image is displayed on the TV.



Option	Description
Sharp pixels	This will display the game play using square-edged pixels for a clean, sharp image with no scanlines.
Enable CRT effect	Enables an effect that simulates the scan lines of a classic CRT screen while softening the edges of the pixels.
ZX Spectrum border size	Adjust how much of the ZX Spectrum coloured border is displayed. Particularly useful when choosing to surround the gameplay with an attractive frame.
Enable extended colours	Enables ULAPlus™ colour support which increases the number of colours The Spectrum is able to display. Turning this option on activates the alternate colour palettes that have been individually designed for each game on the carousel.
Choose frame	Select an attractive frame to surround your game play.

Note: These options only affect the appearance of the game image when being played, not the game carousel, menus or virtual keyboard.

ZX Spectrum border size

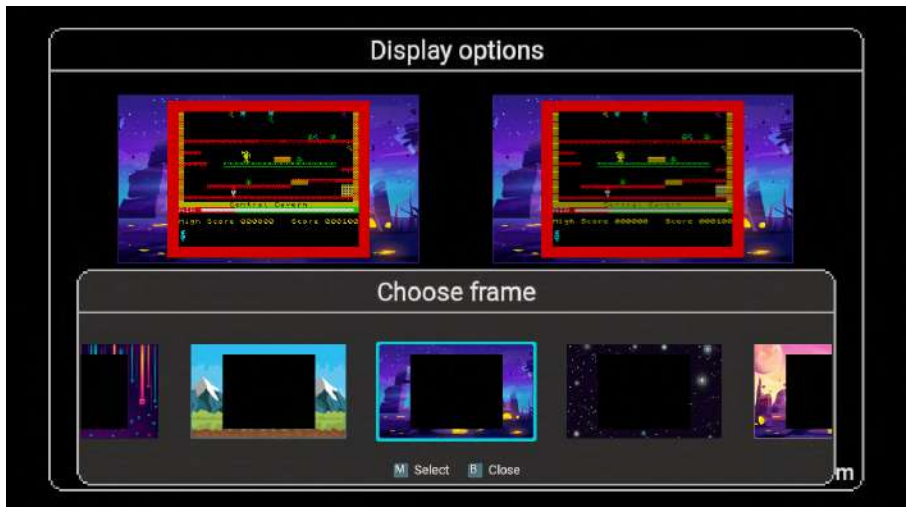
The ZX Spectrum was renowned for having a colourful border around the gameplay, particularly while loading programs from cassette where the border would flash with stripey coloured lines. Games often set the border colour to match the gameplay and so the border can sometimes play an important part of the gameplay experience, other times the border is just a static colour.

This option allows you to set how much of the ZX Spectrum border is shown. If you have selected a graphical frame to be displayed around the gameplay then you may want to adjust how much of the ZX Spectrum border is displayed, from no border at all to full.

Choose Frame

To remove the black border surrounding the game play area, you can choose to have the game play displayed within an attractive background.

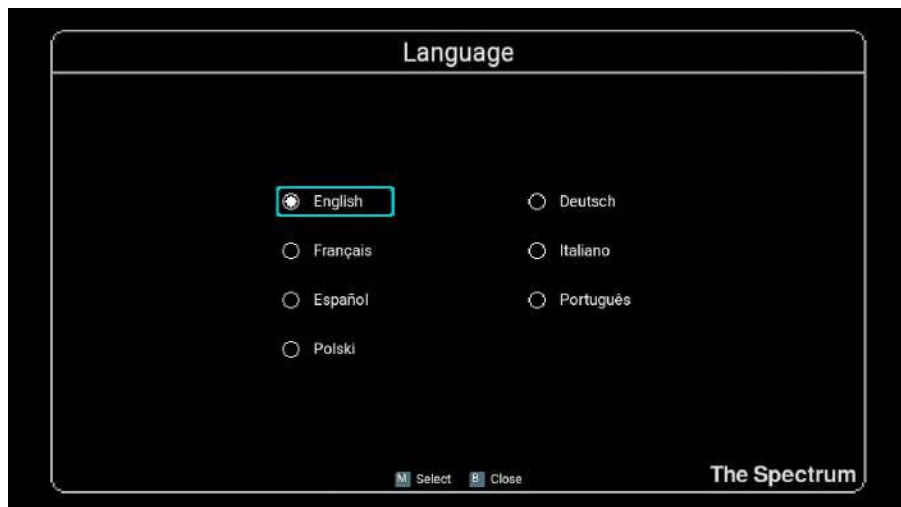
Select **Choose frame** to reveal a carousel of frame images that you can browse using **O** and **P**.



Press **M** to select an image, which will change the frame around the example screenshots shown above. When you are happy with your chosen frame, press **B** to return to the Display Options menu.

Language

This menu allows you to change the language The Spectrum uses to display the game descriptions and menus. The choices are English, Deutsch, Français, Italiano, Español and Polski.

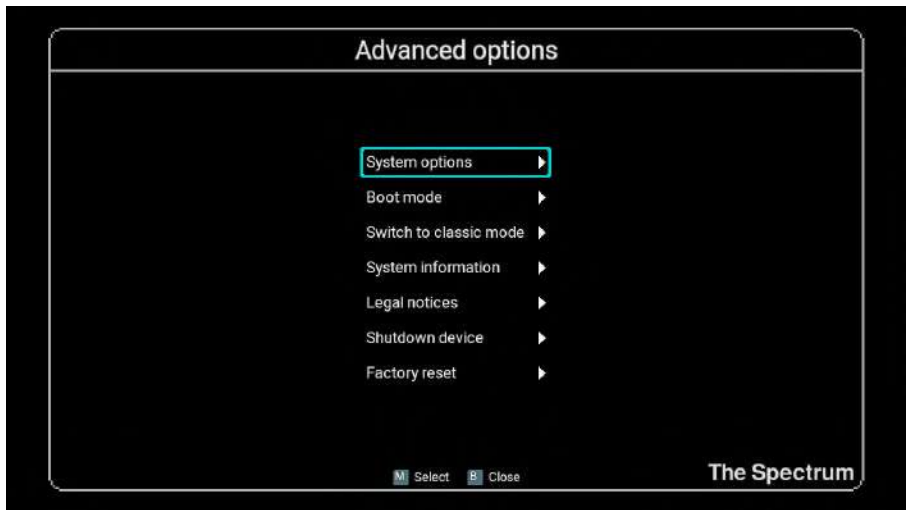


Changing language does not affect the 48 included games, which are in English. However, the following games will show in-game text in Spanish if Español is selected as the system language:

- 1) Alien Girl
- 2) Army moves
- 3) Devwill Too
- 4) Freddy hardest
- 5) Phantis / Game Over II

Advanced options

This menu contains options for more advanced users and rarely used functions.



System options

This menu controls system settings, and allows you to adjust the volume level of the menu music. This does not affect the volume of a game's audio.

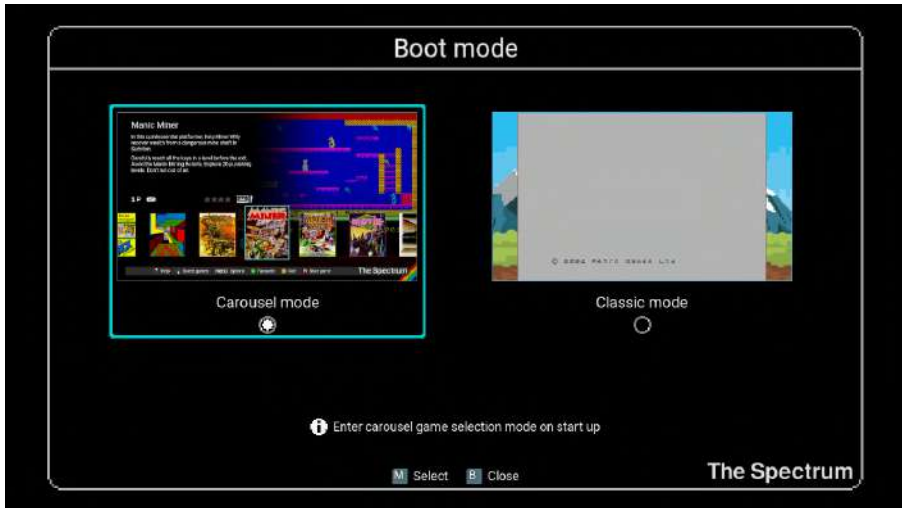
To increase the level of the volume slider press **M**, and to decrease the volume slider press **F**.

Boot mode

The Spectrum can operate in two modes:

- 1) **Carousel mode**
Browse and play the 48 included games and easily launch the games you own from a USB stick.
- 2) **Classic mode**
Experience The Spectrum as though it was an original ZX Spectrum, complete with BASIC programming and virtual cassette tape access.
See **Chapter 10 - Classic mode**.

The **Boot mode** menu allows you to change whether The Spectrum starts in Classic mode or Carousel mode when you turn the power on.



Changes made to the **Boot mode** configuration take effect the next time you power on The Spectrum.

Switch to classic mode

Switch The Spectrum into Classic mode, where it operates as though it is an original ZX Spectrum, complete with BASIC programming and virtual cassette tape access. For full details see **Chapter 10 - Classic mode**.

System information

This shows The Spectrum's current firmware build, and will also allow you to upgrade to a newer firmware build if one is present on an inserted USB stick (see **Chapter 13 - Updating the firmware**).

Legal notices

This option displays the legal notices relevant to The Spectrum. The text may be scrolled up and down using **Q** and **A**.

Shutdown device

This option safely shuts down The Spectrum. This will discard a suspended game that is unsaved and power off the device. Alternatively, you can shutdown the device by pressing and holding the power button for two seconds.

Factory reset

This will reset all settings to their default values and erase all saved games for the 48 installed games. This function can also be initiated by holding the power button down while The Spectrum powers on.

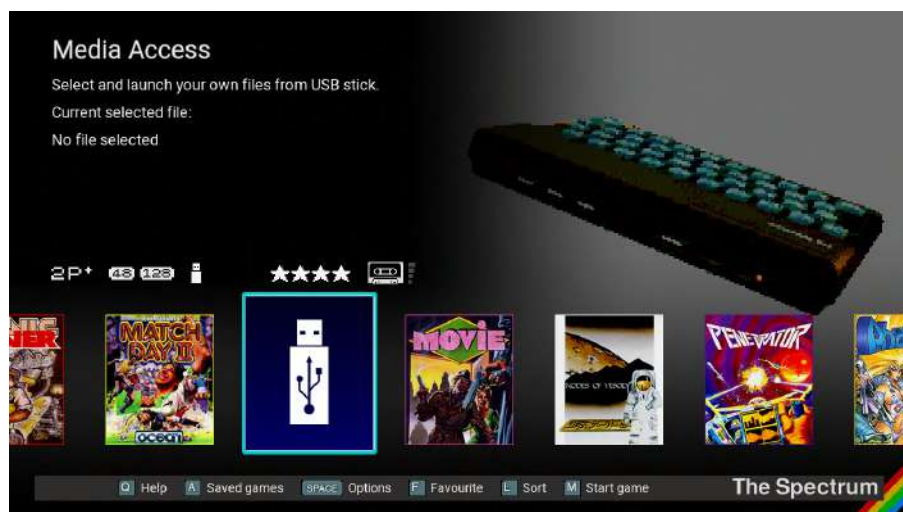
A factory reset will not revert any firmware upgrades, nor will this erase the Saved game slots and settings for user supplied programs held on USB stick.

CHAPTER 7

Loading your own programs

The Spectrum allows you to load programs you own from a USB stick.

When you insert a USB stick into The Spectrum, an additional carousel item will appear titled USB Media Access. Selecting this item and press **M** to browse and run programs from the USB stick.



Note: The USB stick must be formatted using the FAT32 filesystem type for it to be detected by The Spectrum. See retrogames.biz/links/support/thespectrum



Browsing programs on the USB stick

Selecting the *USB Media Access* carousel item will launch a file browser that you can use to navigate to and load your own program files.



Folders and files with the following ZX Spectrum media file extensions will be shown:

Type	File extension
Cassette Tape	.tap .tzx .pzx
Cartridge	.rom
Snapshot	.szx .z80 .sna
Playlist	.m3u

Use **O**, **P**, **Q** and **A** to navigate through the contents of the USB stick. To select a program or descend into a folder, press **M**. To step back out of a folder, press **L**.

Once you have selected the program, its filename will be displayed in the Current media section at the bottom of the screen. To start the selected program press **ENTER**, and to adjust its settings press **SPACE**.

To return to the Game carousel press **B**. The description shown for the USB Media Access carousel title will reflect the Current media filename.

Cassette file support

The Spectrum supports the three common cassette file formats.

Files ending with `.tzx` and `.pzx` are a digital facsimile of the original audio cassette tape and reproduce the loading experience of the original cassette, including the

beeps, flashing screen border, visual loading effects and delay while the data is loaded. Alternatively, `.tap` files simply contain the program that was encoded onto the cassette tape and so load instantly.

Each cassette file will show `TAP`, `PZX` or `TZX` below the cassette icon to indicate the type.

Cartridge file support

A handful of software titles were produced as cartridges to be used with the Sinclair Interface 2, an accessory for the ZX Spectrum produced by Sinclair research. Cartridge files will have a `.rom` extension and should not be confused with operating system ROM files that have the same extension.

Snapshot file support

The Spectrum supports the `.sna` snapshot format that was commonly used by third-party ZX Spectrum peripherals such as the Multiface range, which were able to dump the ZX Spectrum memory to external storage.

Also supported are the more reliable snapshot formats `.z80` and `.szx` that were later developed for use with ZX Spectrum emulators.

All of these formats load instantly.

Multi-cassette game support

The Spectrum supports the loading of multi-cassette games by allowing you to select multiple cassette files at once, and flip between them while the game is running.

When you select a cassette file from the USB stick contents list by pressing **M**, the behaviour is to replace the previously selected cassette file. To select multiple cassette files (for example cassette 1 of 3, cassette 2 of 3 and cassette 3 of 3) you first select cassette file 1 by pressing **M** and then add the additional cassettes tape files 2 and 3 by pressing **K**.

Launch the game in the usual way by pressing **ENTER**. When prompted to change cassettes by the game, press and hold the **HOME** button and then press **S**. This will advance the "inserted" cassette to cassette 2, then to cassette 3, then back to cassette 1, and so on.

You can choose a maximum of three cassette files at once through this method, so for games with four or more cassettes, a playlist file is required.

Playlists

A playlist makes choosing multi-cassette games a quick single click and avoids issues with mis-selecting files. They are required for games having more than three cassettes, but can be used for games having fewer.

A playlist is a text file with an `.m3u` extension, and it merely lists all the `.tap/.tzx/.pzx` files for the game, such as:

```
Game A tape 1 of 2.tap
Game A tape 2 of 2.tap
```

The filenames within the playlist can also contain file paths relative to the playlist file location, which give the flexibility of placing the `.tap` (or `.tzx` and `.pzx`) files in a different folder to keep the playlist folder uncluttered.

For example, you could place your `.tap` files in an `TAP Files` sub-folder, with the playlists created at the parent level:

```
/USB stick/TAP Files/Game A tape 1 of 2.tap
/USB stick/TAP Files/Game A tape 2 of 2.tap
/USB stick/TAP Files/Game B tape 1 of 2.tap
/USB stick/TAP Files/Game B tape 2 of 2.tap
/USB stick/Game A.m3u
/USB stick/Game B.m3u
```

The playlist file `Game A.m3u` contains two lines as follows (note that the file paths are relative, so there is no leading path separator `/`), as follows:

```
TAP Files/Game A tape 1 of 2.tap
TAP Files/Game A tape 2 of 2.tap
```

Being relative paths, you can move this around easily so long as the example `TAP Files` folder stays at the same level as the playlist file.

Note: The playlist file paths use forward-slash (`/`) as the path separator, not the Windows backslash (`\`).

To launch a game through its playlist, navigate to it in the usual way, select it with **M** and then launch the game with **ENTER**.

Once launched, whenever you want to switch to another cassette file listed in the playlist, press and hold the **HOME** button and then press **S**.

Saving or loading a suspended USB stick program

For USB stick programs, the procedure for loading a previously Saved game is slightly different to that for games on the carousel.

When the USB Media Access carousel item is selected, pressing **A** from the Game carousel will show the Saved game slots for the program currently selected on the USB stick, as shown in the game description for the USB Media Access title.

Therefore, to load or save a suspended user program, you first need to make sure it is the one currently selected on the USB stick.

If you are using a multi-tape program, then switching to the second or third cassette tape will change which save game slots are shown. Should you need the same four save game slots to be shown for all files that make up the multi-tape game, set up a playlist containing the multiple tape files.

CHAPTER 8

Adjusting the settings of a program

Once you have selected a program to launch, you may modify settings such as the machine model, joystick controls and border size before auto-loading the program, by pressing **SPACE**. These settings can also be changed for the currently suspended program if it was auto-loaded.



For controls that have a slider value, press **M** to increase the value and **F** to decrease the value.

ZX Spectrum model

This option allows you to select the ZX Spectrum model on which you wish to run the selected program. The default is the **48K**, though The Spectrum will try and guess by looking at the filename.

The **128K**, **+2** and **+2A** ZX Spectrum models are almost identical in functionality and features, but as they were produced at different times during the life of the ZX Spectrum, subtle changes in design meant that slight compatibility differences were introduced. Games often had to be modified by the publisher and re-released when a new version of the ZX Spectrum went on sale. Therefore it is often necessary to select the ZX Spectrum model for which the program file is intended. To assist the model selection, The Spectrum provides a **Universal** model which minimises these compatibility issues by providing a model that is a blend of all the others, and should work in most cases.

ZX Spectrum border size

This option allows you to select how much of the ZX Spectrum border is shown around the gameplay and overrides the default value that has been set in Display Options.

Tape loading speed

Both `.tzz` and `.pzz` cassette files will normally load at their original speed, which can take over ten minutes for a 128K program in a worst case scenario. By increasing the **Tape loading speed** you can accelerate time and reduce this period significantly. Any on-screen animations and loading effects will similarly be sped up while loading proceeds, returning to normal speed once the loading process has completed.

Enable extended colours

This option takes its default from Display Options and controls whether ULAPlus™ palette support is enabled for the program. Some modern games have been written with ULAPlus™ support and will automatically detect that it is present and provide a richer colour palette. You can still make use of an extended colour palette even if the game is not ULAPlus™ aware by pre-loading a palette file before loading the game itself.

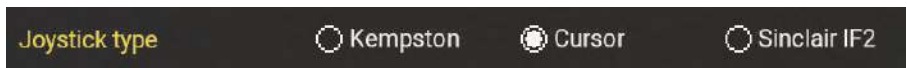
Note: A modern game that has been written using the “Arcade Game Designer” tool will be ULAPlus™ aware, however the game author may not have provided a colour palette, in which case the default AGD palette will be used and the colours will look strange and messy. In this case disable extended colours for this game.

Selecting the joystick type

The original ZX Spectrum computer did not provide any joystick ports and instead allowed the user to provide their own joystick interface adapter, plugged into the rear of the machine.

There were several vendors of joystick interface, each having its own way of communicating with the ZX Spectrum, but broadly they fell into three types: those compatible with the Kempston joystick interface, those that simulate the pressing of the cursor keys, and those compatible with the Sinclair Interface 2 (the two port joystick and cartridge interface released by Sinclair a few years after the original launch of the ZX Spectrum). Games usually support one or more of these joystick interfaces.

The Game settings menu allows you to specify the interface type through which you want your joystick or game controller to be connected to the game, so you should choose one that the game supports and select it in the game also. Note that the Kempston was the first interface produced for the ZX Spectrum and so is the most widely supported and may work by default at the same time as using the keyboard.



Mapping the controls

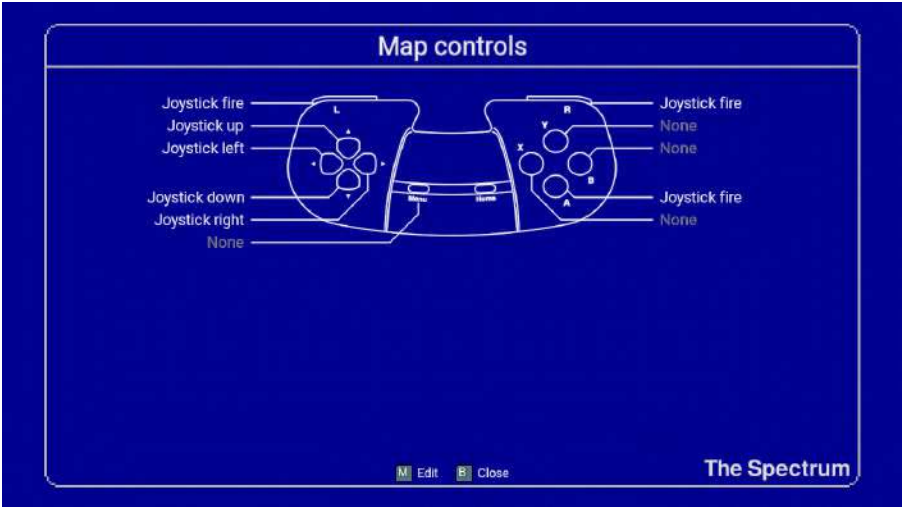
If you wish to use a gamepad or joystick when playing a game you own, you can map each direction and button of the physical controller to either a keyboard key or traditional ZX Spectrum joystick function.

For example, if you are using a gamepad and configure the **Player 1 joystick** to set the D-Pad to be that of joystick-up, down, left and right, and set the **Joystick type** to be **Kempston**, then when the D-Pad is pressed, the game will see those directions as coming from Kempston joystick. Equally, you could configure the directions of a gamepad D-Pad to be the keys **Q**, **A**, **O** and **P**, such that when the D-Pad is pressed it will appear to the running game as though those keys were being pressed.

The eleven most common gamepad buttons can be configured to Spectrum joystick or keyboard actions. The **HOME** or Start button is reserved.

The Spectrum allows two player joysticks to be configured, but note that if the second joystick is configured with directions being joystick up, down, left, right and fire then these inputs will only work when the **Joystick type** is set to **Sinclair IF 2**, since this is the only ZX Spectrum interface that supported two simultaneous joysticks. You can however configure the **Player 2 joystick** to press keyboard keys for each of the directions and other buttons, allowing 2-player games that do not support the **Sinclair IF 2** interface to be played with two controllers which act as a real joystick and keyboard.

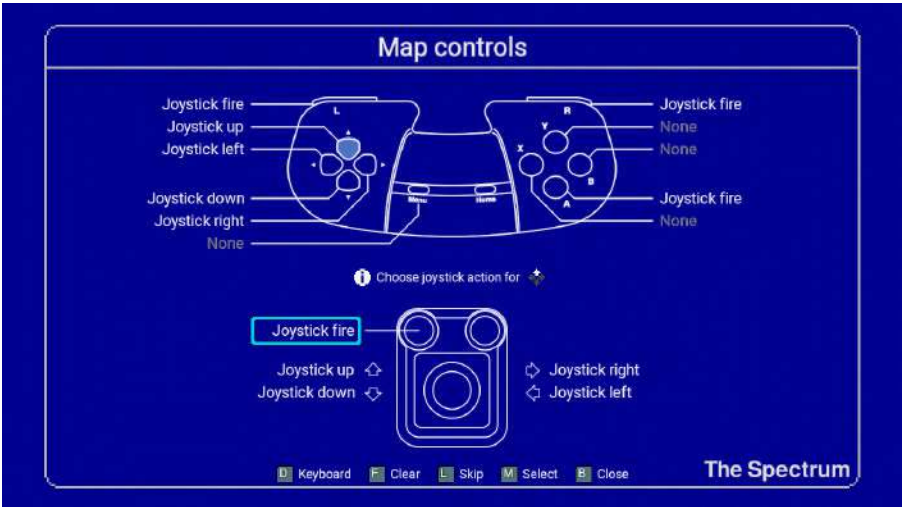
The controller mapping for the game can be viewed and edited by selecting the Map controls option. This will show a diagram of a game controller and label each button with the current assigned action.



To edit the actions assigned to gamepad directions and buttons, press **M**.

Configuring games that use joysticks

Assigning joystick actions



While editing, The Spectrum positions a light blue indicator over gamepad button currently being assigned. For this button:

- To change the assigned action, use the **O**, **P**, **Q** and **A** to select the joystick action you want to assign and press **M**
- To keep the assigned action, press **L**
- To clear the assigned action and leave it unassigned, press **F**
- To make a selection from a different action group, press **D**

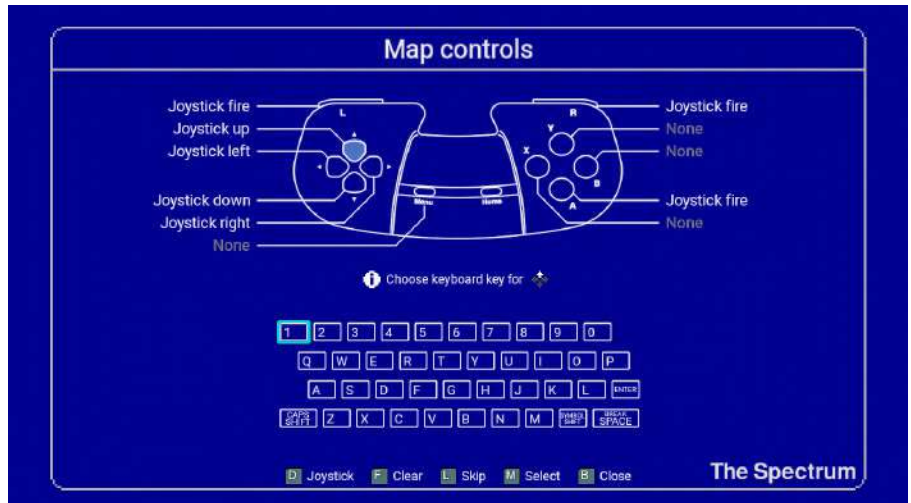
Once an assignment is made, cleared or skipped, The Spectrum will move the blue indicator to the next button, where you repeat the process until all buttons have been assigned, cleared, or skipped.

While assigning joystick actions, pressing **D** will switch to the group of Keyboard actions.

Assigning keyboard actions

Assigning keyboard actions to a gamepad follows the same process as assigning joystick actions. The Spectrum will display a representation of The Spectrum keyboard and allow keys to be assigned to gamepad buttons.

Note: You can only assign a single key to a stick button.



Press **D** to switch back to the group of Joystick actions.

CHAPTER 9

Cassette tape navigation

Programs are stored on a ZX Spectrum cassette tape in chunks, with the first chunk in a sequence being a program which, when loaded, takes responsibility for loading any remaining data chunks. Commercial programs more often than not contain just a single multi-block program per cassette tape, but some can contain more than one.

The Spectrum contains a tape navigation user interface which acts like a virtual cassette machine, allowing you to pause and start the playback or forward and rewind to different points in the cassette tape file.



The tape navigation is activated by pressing **HOME + A**.

The tape position indicator shown on the right hand side of the screen shows the current play position, which has a slightly different meaning depending on the type of cassette tape file being used:

- 1) TZX and PZX cassette tape files usually have navigate-point markers at the start of each sequence of blocks that make up a complete program. The cassette tape navigation will allow you to move forwards and backwards between these navigation points, and therefore the starting points of each loadable program. The tape position indicates which program the playback is currently within, along with the percentage of the program has been loaded so far:

current program . percentage-complete / total number of programs

TZX and PZX cassette tape files load in real time (which can be accelerated) so the tape navigation will show the percentage-complete increasing as loading proceeds. For example, the screenshot shown at the start of this chapter shows Manic Miner loading, with the tape navigation indicating that it is 72% of the way through the first program, from a total of one program.

A vast majority of cassette tape files only contain a single program, even if it is multi-chunk, so the tape navigation will show the total number of programs as one.

- 2) TAP cassette tape files differ from TZX and PZX files in that they do not contain navigate-points, so there is no way to navigate from the start of one program to the start of another. Instead, TAP file navigation is done at the block level, where blocks usually come in pairs, with the first block describing the contents of the second. The tape position indicates which block the playback is currently within, along with a percentage showing how much of a block has been loaded, followed by the total number of blocks in the cassette tape file:

current tape block . percentage-complete / total number of blocks

The blocks in a TAP file will load almost instantaneously, so the percentage complete indication for a block will usually be at zero, indicating that the playback position is at the start of the block. The exception is where the tape position has reached the very end of the TAP cassette file, in which case the percentage will show 99% indicating the end of the last block.

Some multi-load games will require you to start and stop the cassette tape when prompted, or rewind back to the beginning. It would be unusual for a program to request that the user rewinds or forwards to a specific point on the cassette.

Usually the tape playback position will not increase unless a program is actively trying to load data from the cassette tape file, so you may not need to stop and start the cassette tape file playback through the navigation controls.

CHAPTER 10

Classic mode

One of the exciting and possibly initially intimidating things about the ZX Spectrum was being presented with a BASIC programming prompt when it was switched on.

This was a time before graphical user interfaces and all home computers of that period offered a similar experience, one where the user had to learn at least one programming command to be able to load a program from cassette tape. Indeed, the expectation that the user intended to write programs and have the ZX Spectrum do work for them was so high, that the main user manual was entirely given over to teaching the user the BASIC programming language.

The new The Spectrum has a modern carousel based user interface from which you can easily launch one of the 48 included games and interact with its many features, but it also faithfully recreates the original ZX Spectrum experience with its **Classic mode**.

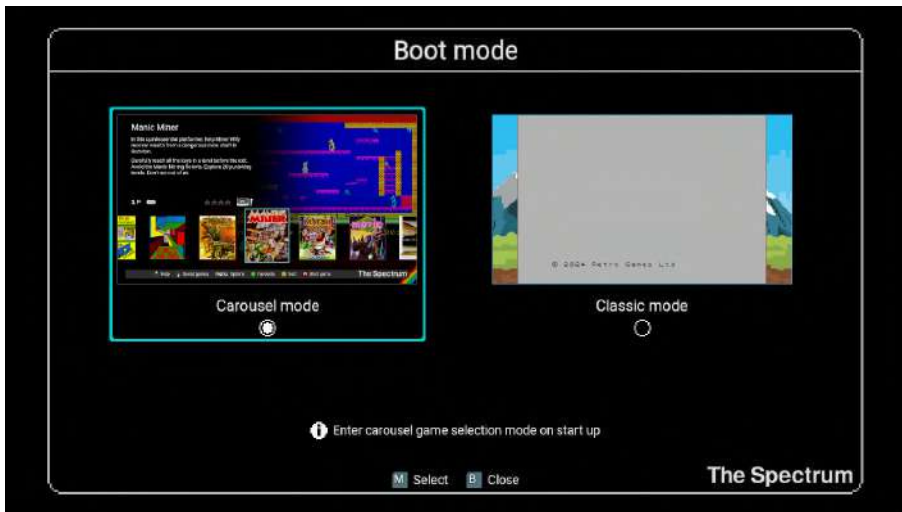


Classic mode presents you with a copyright message, appropriately updated, before presenting you with the familiar keyword cursor at the press of a key.

Switching to Classic mode

Classic mode can be entered on demand from the carousel by selecting *Options* → *Advanced options* → *Switch to classic mode*.

Alternatively you can choose to have The Spectrum enter Classic mode every time you turn the power on by changing the **Boot mode**, a configuration screen entered by selecting *Options* → *Advanced options* → *Boot mode* from the game carousel.



Changes made to the **Boot mode** configuration take effect the next time you power on The Spectrum.

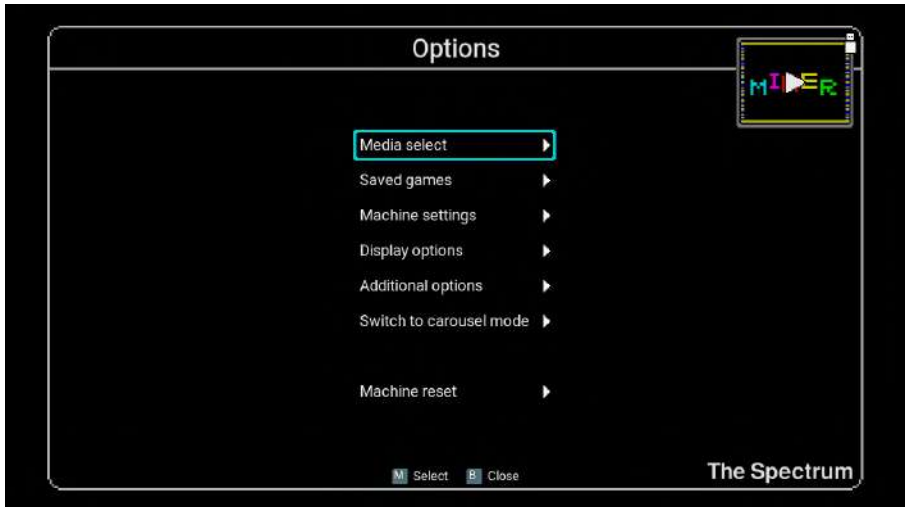
To change the boot mode while in **Classic mode**, access the **Boot mode** item from the Classic mode options menu (see **Classic mode options**).

Choosing a ZX Spectrum model

The Spectrum supports both 48K and 128K models of the ZX Spectrum. On entering Classic mode The Spectrum will default to the original 48K model, and this can be changed by selecting **Default machine settings** from the options menu. See Default machine settings for further information.

Classic mode options

When in Classic mode The Spectrum options and features are entered by pressing the **HOME** button. This will temporarily suspend what you are doing and display the classic mode options menu, along with a miniaturised view of the suspended activity shown floating at the top-right of the screen.



Pressing key **B** when viewing the Classic mode options will close the menu and return you to your suspended session.

Media Access

Selecting the Media Access will launch a file browser that you can use to navigate through and load your own program files from a USB stick.

See **Chapter 7 - Loading your own programs** for full instructions.

There are a few differences between accessing media on a USB stick in Carousel mode and in Classic mode:

- In Carousel mode, programs can only be auto-loaded from a USB stick. In Classic mode you are able to eject and insert cassette tape files at will (without auto-loading them) and then return to your suspended session with the new tape attached.
- Any **Game Settings** configured for a program are applied only for **auto-loaded** cassette tape files. In Classic mode, when a cassette tape is inserted and the suspended session is resumed without auto-loading, then the game settings are not applied.

Thus in Classic mode you are able to freely swap cassette tape files as needed, either because a game prompts you to do so or because you want to save a program to a particular cassette file, and so on.

Warning: Auto-launching a program from a tape file will abandon what you are currently doing with The Spectrum and replace it with the program that was selected.

Saving programs and data requires a writable cassette tape file and The Spectrum takes some special steps to allow information to be saved while a non-writable cassette tape file is attached. Therefore saving programs and data as cassette files on a USB stick has some considerations, which are explained fully in **Chapter 11 - Saving programs and data**.

Saved games

Selecting **Saved games** gives access to four save game slots per attached tape file. This means that when you attach a different cassette tape file, the four save game slots will change to be those for the attached tape file.

Therefore to resume a game that you previously saved into a save game slot, you first have to attach the cassette tape file containing the game, and then resume the game from the save game slot.

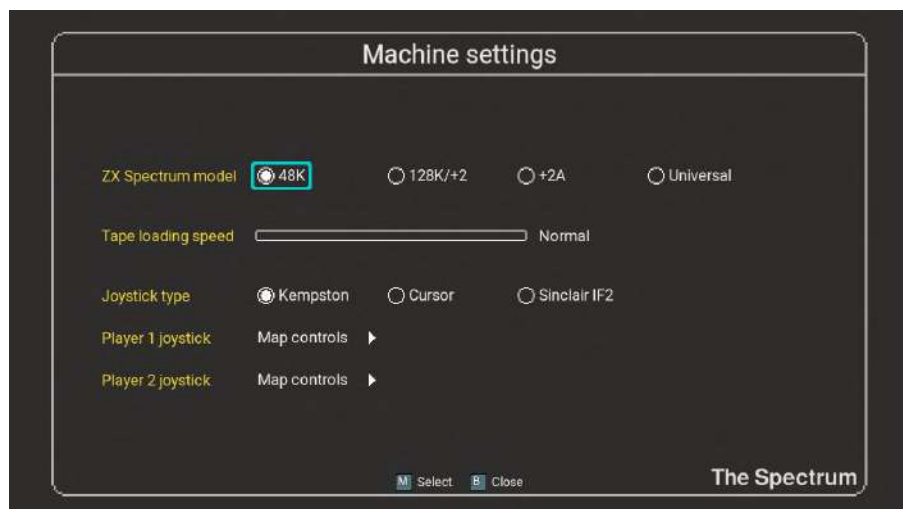
If you are using a multi-tape program, then switching to the second or third cassette tape will change which save game slots are shown. Should you need the same four save game slots to be shown for all files that make up the multi-tape game, set up a playlist containing the multiple tape files.

Default machine settings

These settings are similar to those used to configure individual programs on a USB stick as described in **Chapter 8 - Adjusting the settings of a program**, but instead configure how The Spectrum operates when in Classic mode.

Any changes to the ZX Spectrum model take effect only when you reset the running Spectrum session by selecting **Reset machine** from the options menu.

When auto-launching a cassette tape file from **Media access**, if you have configured individual game settings for that file then those settings will override the default **Machine settings** while that file runs. Once you reset The Spectrum classic mode session, the configured default **Machine settings** will take effect once again.



Display options

This menu item gives you access to the global display settings, as described in **Chapter 6 - Options and settings**. Here you can change how The Spectrum display appears, which attractive frame to use, how much of the Spectrum border to show and whether extended colours are available.

Additional options

The Additional options menu item gives access to the remaining options and settings available in carousel mode, that are infrequently used when in classic mode:

- Language
- System options
- System information
- Boot mode
- Shutdown machine
- Legal information
- Factory reset

These options are described fully in **Chapter 6 - Options and settings**.

Switch to Carousel mode

Selecting this option will abandon the current Classic mode session and present you with the games carousel from which you can select and play one of the built in games.

Reset machine

This option will end the current The Spectrum classic mode session and start a new one using the ZX Spectrum model set in Default machine settings. In doing so it wipes the ZX Spectrum memory and ends the current cassette tape saving sequence and finishes writing to the current cassette tape file.

Using custom operating system ROMS

Each of the original ZX Spectrum models had its own version of the Sinclair ZX Spectrum operating system permanently stored within it on a Read Only Memory (ROM) chip. The Spectrum is similar and has its own compatible version of the operating system which is sufficient for most uses, but does lack a few specialist features found in particular on later models of the ZX Spectrum.

Should you require the use of these additional features and you own the original ZX Spectrum ROM chips, you can put the appropriate ROM image files on a USB stick for The Spectrum to use instead of its own operating system.

The ROM image files must be stored in the folder `/THESPECTRUM/roms/` on your USB stick. The following table gives the filenames The Spectrum expects the operating system ROM image files to use for each of the ZX Spectrum models:

<i>Machine model</i>	<i>ROM filename</i>	<i>Description</i>
16K / 48K	48.rom	A single 16K ROM file.
128K Universal	128-0.rom 128-1.rom	The 128K and universal models use two 16K ROMs for a total of 32K of ROM.
+2A	plus3-0.rom plus3-1.rom plus3-2.rom plus3-3.rom	The +2A model uses four 16K ROMs for a total of 64K of ROM.

CHAPTER 11

Saving programs and data

The details presented in this chapter apply to firmware version 1.0.1 and above, see **Updating the firmware**.

Much like the original ZX Spectrum, which allowed you to record programs onto magnetic cassette tape so they could be loaded back again later, The Spectrum allows you to do the same onto virtual cassette tape stored on a USB stick.

A virtual cassette tape is maintained as a writable `.tap` file on a USB stick. The Spectrum will create a `.tap` file if it doesn't exist, and automatically create new files as required, depending on what is being saved and in what sequence.

Saving normally happens in parallel to any tape files you have attached in Media Access for loading. This way you can attach and load a game that is able to save game data, and have that data automatically written onto a separate tape file at the appropriate time. This avoids switching media frequently and allows you to save at any time, particularly when you weren't aware that you would need to do so.

For example, with a USB stick inserted into The Spectrum, switch to Classic Mode and run the following:

```
10 PRINT "Test"
```

Then save this simple program to USB stick with

```
SAVE "test"
```

If you have **ZX Spectrum border size** in Display options set to one or greater, you will briefly see the border flashing with horizontal lines as the save proceeds.

Note: Saving takes much less time than on an original ZX Spectrum and the brief border flash is a short visual confirmation that a save is occurring.

If you press the **HOME** button to enter the **Options** menu and select **Media select**, you will see the file `test_WR` listed along with a **TAP** file icon. The `_WR` filename postfix allows The Spectrum to identify that the file is writable, and is present in every `.tap` The Spectrum creates during saving.

To load saved information back at a later date, the tape file that has been written to must be attached in **Media select**. For example, attach the file `test_WR` created above, return to The Spectrum BASIC prompt, and run the following:

```
NEW  
LOAD ""
```

Once The Spectrum has reset and you have entered the **LOAD** command, you will see The Spectrum display the following text

```
Program: test
```

and the usual 0 OK, 0:1 completion message at the bottom of the screen. Typing **LIST** will show the program you previously saved:

```
10 PRINT "Test"
```

The saving of BASIC programs is often followed by the saving of arrays and bytes. For example:

```
DIM b(2,3)  
SAVE "array" DATA b()
```

The contents of the data array `b` array will be saved to USB stick by being appended to the end of the writable tape file currently in use, which in this case is the file created by saving the BASIC program. This behaviour supports the common use case of having a BASIC program first on a tape, followed by all the data it needs stored sequentially as separate files on the same cassette tape.

In general, saving a BASIC program will define the `.TAP` filename used for subsequent **SAVE** commands.

To illustrate this dynamic naming of files on USB stick, press **HOME** and enter **Media select**. Now **eject** the currently attached tape file by pressing **F**, and then return to The Spectrum BASIC.

Save the test program again using the same filename as before:

```
SAVE "test"
```

Confirm that this has been written to USB stick by pressing **HOME** and entering **Media select**. You will see the file `test_WR` listed as before, in addition to a new file named `test-1_WR`.

Whenever you save a BASIC program The Spectrum will write to a new file on the USB stick based on the name you give to the **SAVE** command. If that filename already exists, it will add an incremental suffix to guarantee uniqueness. This new file will be used for subsequent saves until the next BASIC program is saved (or another action overrides the save filename, discussed later in this chapter).

There are cases where data arrays and bytes are saved without having first saved a BASIC program to cassette tape. This may be because a game has saved some high-score data, or perhaps you are using a database program and have saved the new contact details you have entered. In these scenarios The Spectrum applies some additional strategies to determine which filename to write to the USB stick.

If you have an attached tape file that is not writable (in other words it does not have a `_WR` suffix) then The Spectrum will use that tape filename as a basis for any files it creates during saving if it has first not saved a BASIC program.

For example, imagine having the tape file `my-game.tap` attached through **Media select**, and then some data saved as follows

SAVE “scr” CODE 16384,6912

Since no BASIC program has yet been saved, The Spectrum will instead use the filename of the attached tape file, appending to it the `_WR` suffix and saving the data to the resulting file named `my-game_WR.tap`.

This means that saved data will be written to a cassette tape file named after the program that is attached and running, so that it relates to that program and is easy to find. The same dynamic indexing of filenames will be applied, such that if `my-game_WR.tap` already exists from a previous save then `my-game-1_WR.tap` will be created instead, and so on.

The filename `my-game_WR.tap` will continue to be used for saving until a BASIC program is saved or the attached tape file is ejected or exchanged.

There is a small corner case where data may be saved without first saving a BASIC program or attaching a tape file though **Media select**. In this situation The Spectrum falls back to a default filename of `TheSpectrum_WR.tap`, again with an incremental suffix when that filename already exists.

You can see this in action if you eject any tape that is attached in **Media select** and choose **Reset the machine** to clear The Spectrum’s memory. Then save some data before saving anything else:

SAVE “scr” CODE 16384,6912

By examining the file list in **Media select** you will see that the **SAVE** command created the file `TheSpectrum_WR.tap`.

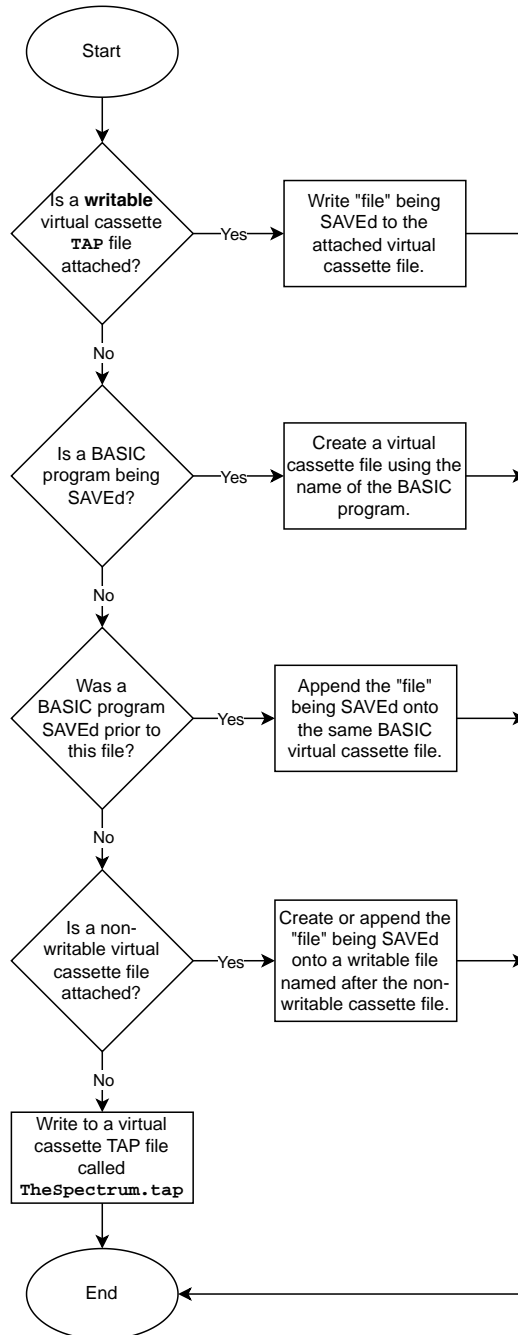
There is one filename rule that overrides everything else, and that is if you have attached a writable cassette file (one with a `_WR` filename suffix) then **all SAVE** operations will be written to that cassette file. Thus if you want to explicitly control which writable cassette tape file The Spectrum writes to, you must attach it.

You can do this by dipping in and out of **Media select** as needed, or by adding the writable cassette tape file to a playlist along with any other tape files you need, and use media swapping to exchange them.

If The Spectrum detects an error which prevents it from saving to the USB stick, for example the USB stick being removed, then it will temporarily set the ZX Spectrum border to red.

Note: Programs which have custom save routines and do not use The Spectrum operating system routines to save data will not have that data captured and stored on a USB stick.

The cassette tape file naming rules used by The Spectrum to decide which tape file to write information are described by the flowchart.



CHAPTER 12

Using the virtual keyboard

While playing a game with a game controller pressing **(Home)** + **(Menu)** will bring up a virtual keyboard on the right hand side of the screen. This allows you to virtually press any of the standard ZX Spectrum keyboard keys. While the virtual keyboard is in operation the game will not respond to The Spectrum keyboard or game controller. This is most useful for entering your name in a high score table if you are using a game controller and the keyboard is out of reach.

Move the selector over a key you wish to virtually press and press **(A)**. There are also some special shortcut functions you can quickly access through a controller:



<i>Joystick button</i>	<i>Virtual keyboard key</i>
(B)	RETURN
(Y)	SPACEBAR

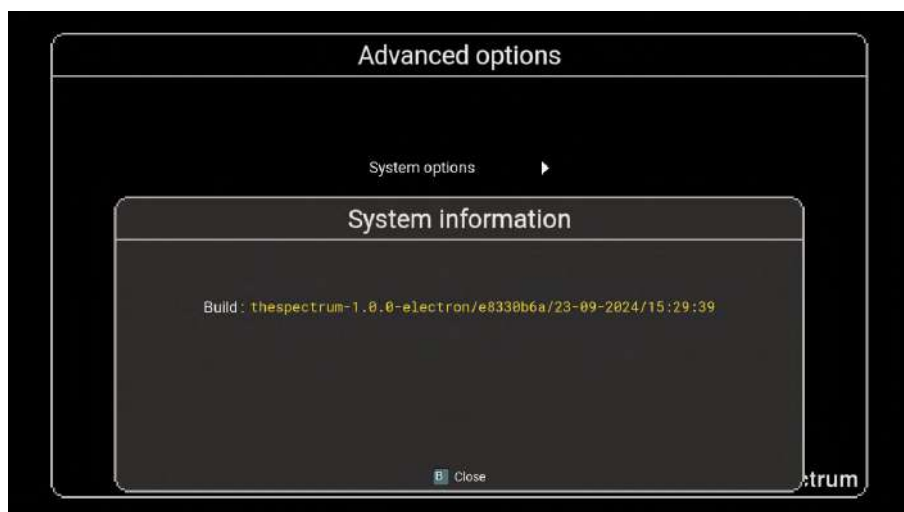
To close the virtual keyboard and resume game play with controller, press **(Home)** + **(Menu)** again.

CHAPTER 13

Updating the firmware

Retro Games may occasionally release new firmware versions for The Spectrum to correct issues, add new features or games.

Entering the menu *Options* → *Advanced options* → *System information* will show the current *Build* version of the firmware.



To update the firmware

- 1) Visit retrogames.biz/links/upgrade/thespectrum and check if the latest version on the website is greater than that reported by The Spectrum.
- 2) If a later firmware is available, download it.
- 3) Copy the firmware onto the root folder of a FAT32 MBR formatted USB stick. Do not place it in a folder.
- 4) Insert the USB stick into your The Spectrum.
- 5) Go to *Options* → *Advanced options* → *System information*.
- 6) The Spectrum will check if there is a newer firmware on the USB stick and, if so, give you the options to Update or Cancel.
- 7) Selecting Update will begin the installation process.



While installing, The Spectrum will display a progress bar which will fill up from left to right as the update proceeds.

Note: It is important not to remove the USB stick or power from The Spectrum while the update is in process.



When the update is complete, The Spectrum will reboot and return you to the game carousel. If you wish to verify that the update has been applied, go to *Options* → *Advanced options* → *System information* and check the Build version that is displayed.


















CHAPTER 14

Using your own peripherals

Using third-party controllers

While The Spectrum has been designed to work best with its keyboard, it is also compatible with Retro Games' THEGAMEPAD and THEJOYSTICK as well as some third-party controllers and joysticks.

The button designations of most USB controllers follow one of the three conventions established by Microsoft (Xbox), Sony (Playstation) and Nintendo. The following table shows how the buttons of these, THEJOYSTICK, THEGAMEPAD and THECXSTICK compare.

<i>Xbox</i>	<i>Playstation</i>	<i>Nintendo</i>	<i>THEJOYSTICK</i>	<i>THEGAMEPAD</i>	<i>THECXSTICK</i>
A	×	B	Left Fire		
B	○	A	Right Fire		
X	□	Y			
Y	△	X			
LB	L1	L	●○○○		
RB	R1	R	○○●○○		
Back	SELECT	SELECT	○○●○○		
Start	START	START	○○○●		Home

If you have two controllers connected to The Spectrum and start a game using a controller, then that controller will be assigned to the joystick port, usually acting as player-1. The other controller will function as the player-2 joystick, if supported by the game and configured correctly (see **Mapping the controls**).

However, if you start the game with the keyboard, The Spectrum will assign the controllers to player-1 and player-2 in the order they were detected. Therefore, if you use two controllers and start a game with the keyboard, you may have to try both to find the controller that is player-1.

Using a USB keyboard

If you plug any standard USB keyboard into one of The Spectrum's USB ports, that keyboard will function much like the built-in keyboard, with the SHIFT key acting as **CAPS SHIFT** and CTRL acting as **SYMBOL SHIFT**.

CHAPTER 15

Troubleshooting

Additional support

Additional support and the answers to frequently asked questions can be found on the official website at retrogames.biz/links/support/thespectrum.



Power indicator does not light

To turn on The Spectrum, press the power button once. If after a few seconds the power indicator does not light and you see nothing on the TV, check that you are using a suitable 5V/1A (5W) USB power adapter, and that the power adapter is working. Unplug any controllers or USB sticks that you have attached to The Spectrum. Also check the power cable and test by exchanging it for a known working cable.

Blank screen seen on the TV

If The Spectrum power indicator is lit but the TV shows no picture, check the HDMI cable is correctly connected at both ends, and if necessary try a different cable that is known to be working. Also it may be that The Spectrum is using a video output mode that your TV does not support. See I have chosen a video output mode that is not supported by my TV.

No sound heard from my DVI monitor

The Spectrum is not designed to be used with a DVI monitor nor is it supported when done so. The Spectrum may appear to be compatible with DVI monitors through an HDMI-to-DVI converter, but the DVI standard does not support audio, so even if you see a picture you will hear no sound. It may be possible to use a converter that is capable of feeding audio separately, but this is done at the user's own risk.

I have chosen a video mode that is not supported by my TV

If you have accidentally chosen an output mode in Television settings that your TV cannot display, or are now using a TV that doesn't support that mode, you will have to perform a factory reset to change the output mode. This can be done in two ways:

- 1) Plug The Spectrum into a TV that does support the current output mode and then navigate to *Options* → *Advanced settings* → *Factory reset* (See **Factory reset**).

Or,

- 3) Force a factory reset. If turned on, turn The Spectrum off by pressing and holding the power button for approximately two seconds (until the power indicator goes out). Wait 10 seconds. Perform the factory reset by pressing and holding the power button until the welcome logo appears.

Once the factory reset is complete, you will then be guided through the initial setup sequence which includes choosing an output mode supported by the TV (See **First-time setup**).

Note: Forcing a factory reset will delete your Saved games and settings.

The TV picture appears to lag behind the game action

HD TVs usually employ digital processing of the incoming TV picture. Aware of how this affects video games, they usually provide a setting to enable a “gaming mode” (or a similarly named feature). Ensure that you enable this setting in your TV for the HDMI input channel you are using for The Spectrum.

USB stick is not recognised

The Spectrum will only recognise USB sticks that are formatted with the FAT32 filesystem with a Master Boot Record (MBR). This is a standard format that can be created with all operating systems.

The Spectrum gets warm

This is normal. The Spectrum contains a powerful processor that works very hard to recreate the authentic gaming experience of the original ZX Spectrum computer, and in doing so it generates a little heat. The Spectrum radiates heat from the top rear surface of the case for this reason, and it is important not to cover this surface. The Spectrum should be moved away from other sources of heat and ensure that there is plenty of airflow around the case.

The program I have is not working

We cannot give help for third-party programs. Please reach out to the many community support forums and facebook groups for help.

CHAPTER 16

Precautions

Seizures

A very small number of people may experience seizures or blackouts triggered by flashes of light or particular patterns of colour. This may happen even if they have never had a seizure before. Video games, some of which employ effects such as colour-cycling or screen-flashing, may trigger these symptoms.

- Anyone who has had a seizure, blackout, loss of awareness or any symptom related to an epileptic condition should consult a doctor before using The Spectrum.
- Stop using The Spectrum immediately and consult a doctor if you or anyone using or viewing The Spectrum experiences dizziness, eye or muscle twitches, disorientation, affected vision, involuntary movements, convulsions or seizures. Only resume after consulting with a doctor.

To reduce the chances of a seizure while using The Spectrum:

- Use The Spectrum in a well-lit area.
- Ensure the monitor or TV screen does not take up a large portion of your field of vision, by keeping a sensible distance away from the screen and/or using a small screen.
- Do not use The Spectrum if you are tired or need sleep.
- Take a 15 minute break every hour, even if you don't think you need it.

Repetitive motion injuries

To reduce the chance of injury due to repetitive motion:

- Avoid excessive play.
- Take a 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become sore while playing, or if you experience tingling, numbness, burning or stiffness, stop immediately and rest for several hours before playing again.
- If you continue to experience any of the above symptoms during or after using The Spectrum, consult a doctor.

Eyestrain and motion sickness

Continuous play can cause your eyes to hurt, and some games may cause some players to experience motion sickness. If you or anyone using or viewing The Spectrum experience these symptoms, stop immediately and rest. Do not drive or engage in any other demanding activity until the symptoms subside.

To reduce the chances of these symptoms:

- Take a 15 minute break every hour, even if you don't think you need it.
- If you are prone to motion sickness, try to identify which games include the kinds of motion that trigger these symptoms, and avoid them.

Electric shock

To avoid electric shock when you use The Spectrum :

- Do not expose The Spectrum to liquids, high temperatures, high humidity, steam, direct sunlight, excessive dust or smoke.
- Do not allow small particles or any foreign objects to get inside The Spectrum.
- Do not touch The Spectrum or any connected cables during an electrical storm.
- Do not touch any of the metal parts of the connectors on The Spectrum.
- Do not use any power cables, HDMI cables or peripherals if they are split, frayed or otherwise damaged.

Ventilation

To avoid The Spectrum overheating in use:

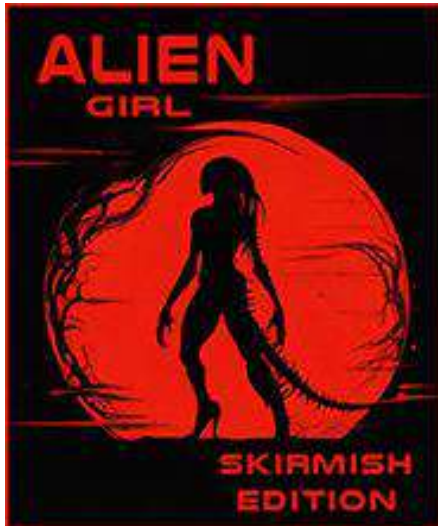
- Place on a flat, even surface.
- Do not place it on a rug or carpet with long fibres.
- Allow plenty of airflow through the grilles on the top and bottom of the case.
- Do not allow dust to build up on the grilles.
- Do not cover The Spectrum or use it in an enclosed cabinet or other location where heat may build up.
- Do not place in a narrow or cramped space.

Handling and use

- Only connect the following devices to the USB ports: keyboards, mice, controllers, memory sticks, powered hubs, keyboards.
- Ensure that the power adapter can supply sufficient power for The Spectrum and connected devices.
- Make sure all cables are connected only to the correct ports, and make sure to hold plugs straight when inserting.
- Keep The Spectrum and all cables and peripherals out of the reach of young children.
- Do not position The Spectrum where it or any connected cables might cause someone to trip or stumble.
- Do not drop, hit or otherwise abuse The Spectrum or any cables or peripherals.
- Some gameplay and game features may be different from when originally played on an original ZX Spectrum.
- Do not power off The Spectrum whilst data is being loaded or saved.

Appendix: A- 1

Alien Girl: Skirmish Edition



In this futuristic shooter, you are a human-alien hybrid on a quest to find and defeat the alien queen.

Navigate the alien-infested ship by shooting doors to open them. Move crates. Find power-ups.

Don't run out of time.

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
SPACE		Fire
		Skip
		Difficulty 1
		Difficulty 2
		Select Joystick

Starting a Game

NOTE To play this game using a controller, select **Kempston** when prompted.

To start the game using the controller, select a difficulty using the Difficulty 1 or 2 buttons on the controller.

Skip the introductory screens using the Skip button on the controller and press the Select Joystick button when at the input selection menu. Select a difficulty using the keyboard or controller and wait for the introductory sequence to finish to select an input method. Alternatively, press the Skip button to skip to the menu screen.

Option	Description
Keyboard	Play the game using keyboard input
Kempston	Play the game using a controller
Sinclair	Play the game using the Sinclair interface. This should not be chosen

Gameplay

Alien Girl puts the player in control of Aliana on a mission to destroy the Alien Queen. Move Aliana around the environment, pressing the fire button to shoot in the direction she is facing. Shoot alien Xenofoms twice to eliminate them. If Aliana is touched by a Xenofom, she will lose life points, flashing briefly. While flashing, Aliana is invulnerable, and Xenofoms on the current screen will stop moving.

Pickups

Various pickups can be found throughout the screens in Alien Girl. Move Aliana over a pickup to retrieve it. Aliana can find ammo, health and grenade pickups. Certain blocks in the environment can be moved by Aliana. If there is nothing blocking the object in the direction it is being moved, walk into a moveable block to push it in the direction Aliana is facing.

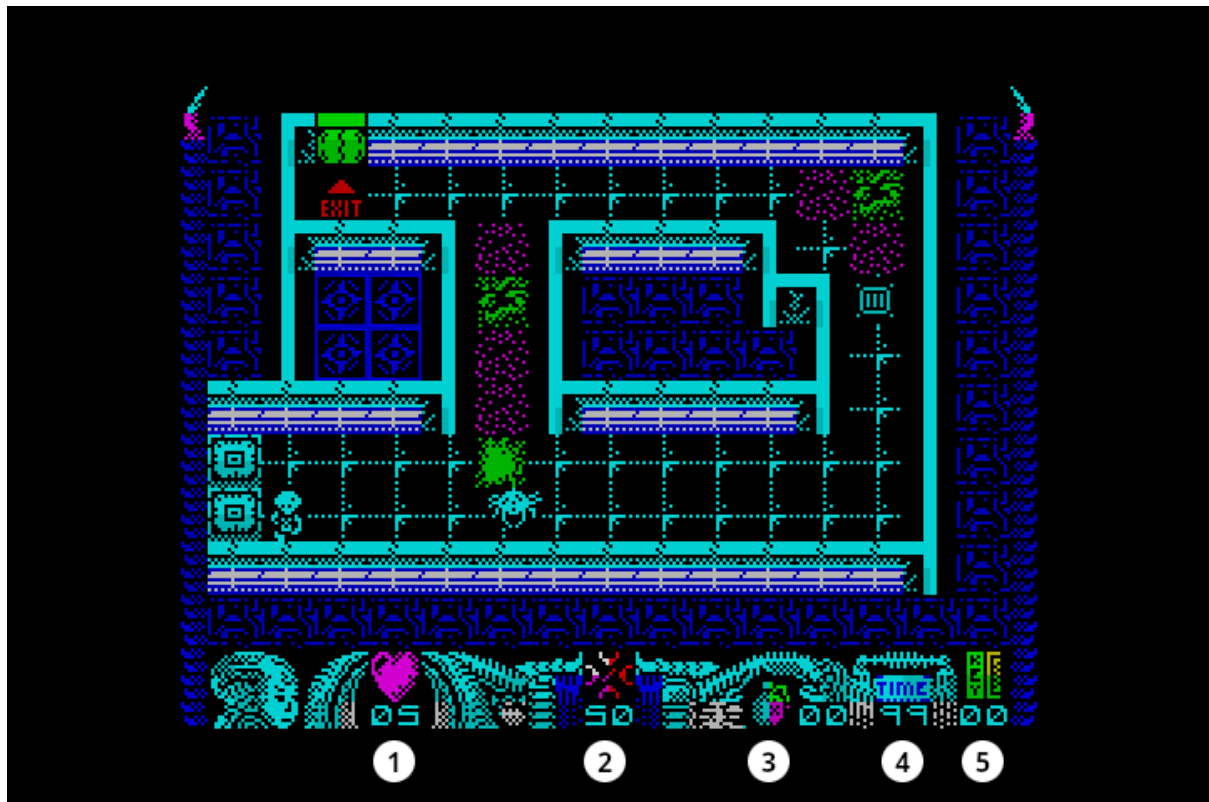
Doors

There are several types of doors in Alien Girl. Some doors require the player to interact with a terminal or find a keycard to open them. Look for the connected terminal in the level to open a door or find a key to open key-locked doors. Some doors can be shot open by Aliana - shoot these doors continually until they disappear.

Lives

Aliana begins the game with 5 life points. More life points can be gained by walking over health pickups.

Interface



1. Player Lives
2. Ammo
3. Bombs Collected
4. Time remaining
5. Keycards

Story

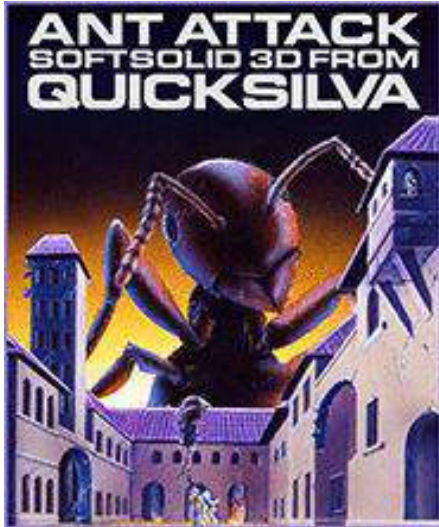
Aliana, first Human and Xenofom hybrid coming from the planet Atlas, takes her spaceship to start a personal fight with the only help of her navigation centre, ALMA, to rise as the only queen, and achieve the races balance.

She must carry out 3 purges. The first one, in the human investigation centre where all humans have been killed. The second purge will be carried out in Aqueronte planet in the alien colony while the third and the last purge will take place in the Decoud spaceship: a human spaceship for alien transportation.

Will Aliana finally rise as the queen?

Appendix: A- 2

Ant Attack














In this isometric action-adventure game you must find and rescue humans from Antescher, a city overrun by mutant ants.

Search for humans and escape the city as fast as you can. Hit ants with grenades at a distance to eliminate them.

Don't blow yourself up.

Controls

Key	Button	Action
V		Move forward
		Select boy
M		Turn left
SYMBOL		Turn right
V		Move forward
C		Jump
D		Throw short
S		Throw close
F		Throw medium
G		Throw long
		Select girl
1		Reset Level
0		Camera view 1
P		Camera view 2
ENTER		Camera view 3

Starting a Game

After the opening menu tune plays, press the select girl or boy keys to begin the game.

Gameplay

Ant Attack tasks the player with rescuing humans from the walled city of Antescher. To control your selected character, use the movement keys to walk forwards, rotate clockwise or anticlockwise. Your character can jump over a block that is one unit high - press the jump key and move forwards to jump on top of a block.

Survivors can be found throughout the world of Antescher - when the player moves near a survivor, a prompt is shown, and the survivor begins following the player. Lead the survivor back to the starting position to save them!

Keep an eye on the scan indicator which will turn green if the character is facing in the direction of a survivor.

When entering Antescher, ants will appear and begin to chase the player and any survivor following them. If an ant gets close to the player or survivor, they will bite them. The player can be bitten by an ant 20 times before losing a life.

Grenades

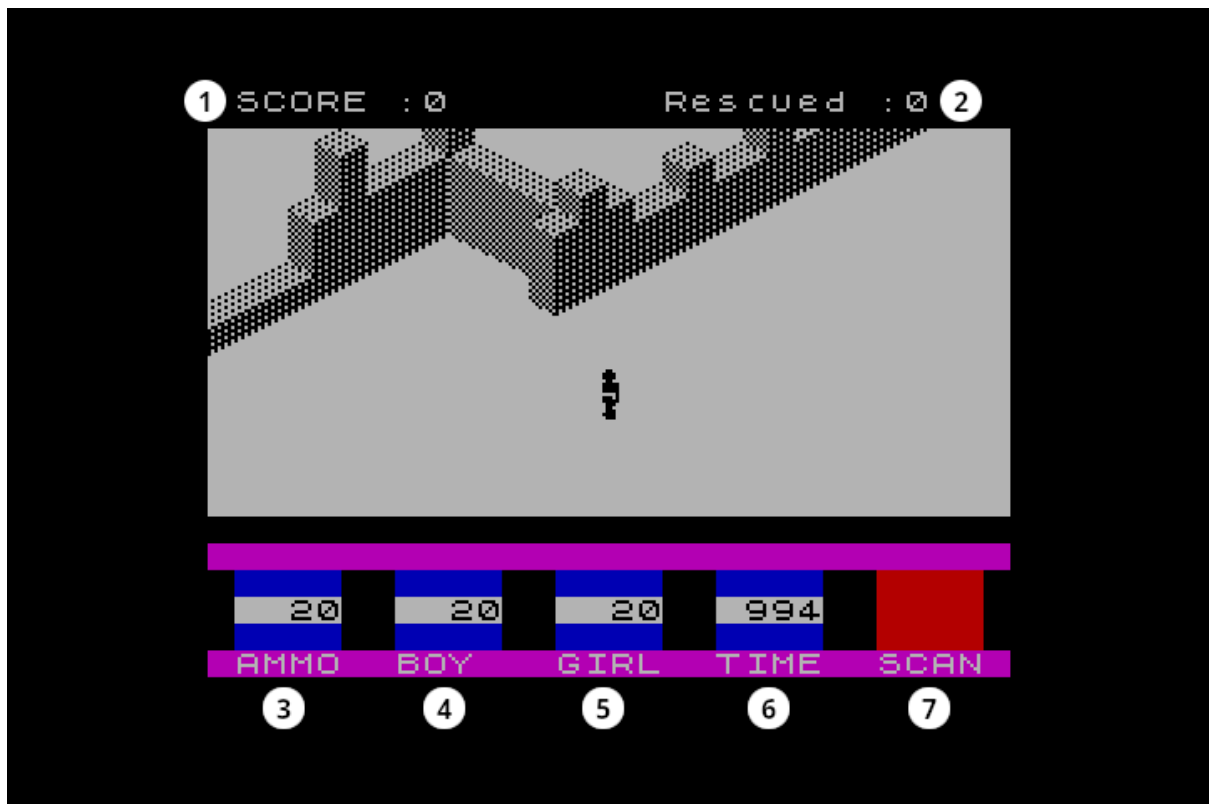
To defeat ants, the player can throw grenades at four different distances. Grenades slide towards their thrown distance, and explode, killing any ants (or humans!) in a small radius. The player has a limited number of bombs, so use them wisely. Be careful not to throw bombs too close to yourself, or you'll lose a life!

Camera

There are four different camera views - this can be useful when navigating some of the larger structures in Antescher. Press O, P, Enter, and Space to cycle between the four view angles.

Holding a view angle key will continually re-centre the camera on the player character.

Interface



1. Score
2. Number Rescued
3. Ammo
4. Boy Lives
5. Girl Lives
6. Timer
7. Scanner

Story

The Walled City of Antescher has rested for a thousand years in the midst of the Great Desert inhabited by only the deadly Ants who have made it their home. The sands have piled up at the walls but for some reason have never encroached upon the city proper. The city rests dreaming of past glories, solid and unmoving; the signature of a long dead race. The city washed clean by the sun's rays. The city lost from the world of men for days without number.

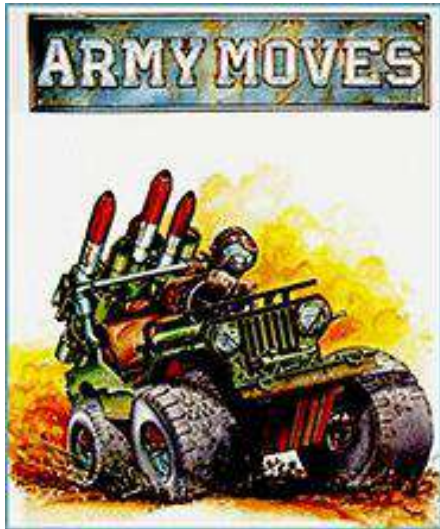
Then one day, one year, one hour, He arrived, and She arrived, some say that they are descended from a race of wizards, some say that they are descended from a race hidden in a green valley at the North Pole. Who can really tell these days, how much do we really know about the world as it was, or as it is, after so long in the cold Dark Ages. Only Antescher seems to stand inviolate after all this time, teeming with secrets, yet silent.

He and She arrived to play their games through the wind-swept streets, ousting the ants from their exclusive occupation. He and She are now wreaking havoc through the ants who for their part kill and kill again without thought or consideration, just carrying out a biological imperative. He and She run to and from, climbing in and out the buildings, the sound of their feet stretching from block to block. They laugh and cry out in fear walking with each other just ahead of the Ants and Death.

And above all the drama within its walls the City of Antescher watches and watches waiting for the next renaissance and the next Golden Age. The City seems to have a presence, a huge brooding entity which hangs over the buildings and which in some mysterious way controls the destiny of those below...

Appendix: A- 3

Army Moves










In this side-scrolling action shooter you must take on waves of advancing enemy vehicles on a mission to locate the hidden enemy base.

Fire rockets at enemies. Use two firing modes to hit ground and aerial units. Jump over gaps with the Jeep. Cross the bridge and steal a helicopter.

Don't run out of fuel.

Controls

Key	Button	Action
Q		Up
		Down
O		Left
P		Right
SPACE		Fire
		Select Joystick
		Start
1		Redefine keys

Starting a Game

To start the game using a controller, press the Select Joystick button on the starting screen, then press the Start button.

Option	Description
Keyboard	Play the game using keyboard input
Joystick	Play the game using a joystick or controller
Play	Start the game using the selected control method



Gameplay

Army Moves takes place over three unique chapters, each with varying gameplay. Chapter one puts the player in control of a combat jeep equipped with missiles capable of destroying aerial and ground opponents, tasked with reaching an enemy base and stealing a helicopter.

In chapter two, the player is tasked with piloting the helicopter to a remote enemy base hidden in the pacific, manoeuvring past anti-air stations, other helicopters, and pursuing naval fleets.

In chapter three, the player must infiltrate the remote base and reach the army general's room, recovering key mission intel.

Chapter One

Move the jeep along the bridge. When playing with a controller, use the  button to fire anti-air rockets, and the  button to fire surface rockets.

When approaching gaps in the bridge, use the jeep's turbo boost by moving upwards to jump across the gap. Make sure to carefully time this! Missiles cannot be fired while the jeep is in the air. Hitting a helicopter, missing the ledge, or hitting an enemy jeep while in-air or landing will destroy the jeep. Move the jeep backwards and forwards to avoid colliding with incoming enemies - try to jump over incoming jeeps if they get too close.

Reach the end of the bridge before running out of fuel to reach the helicopter and move to Chapter Two.

Chapter Two

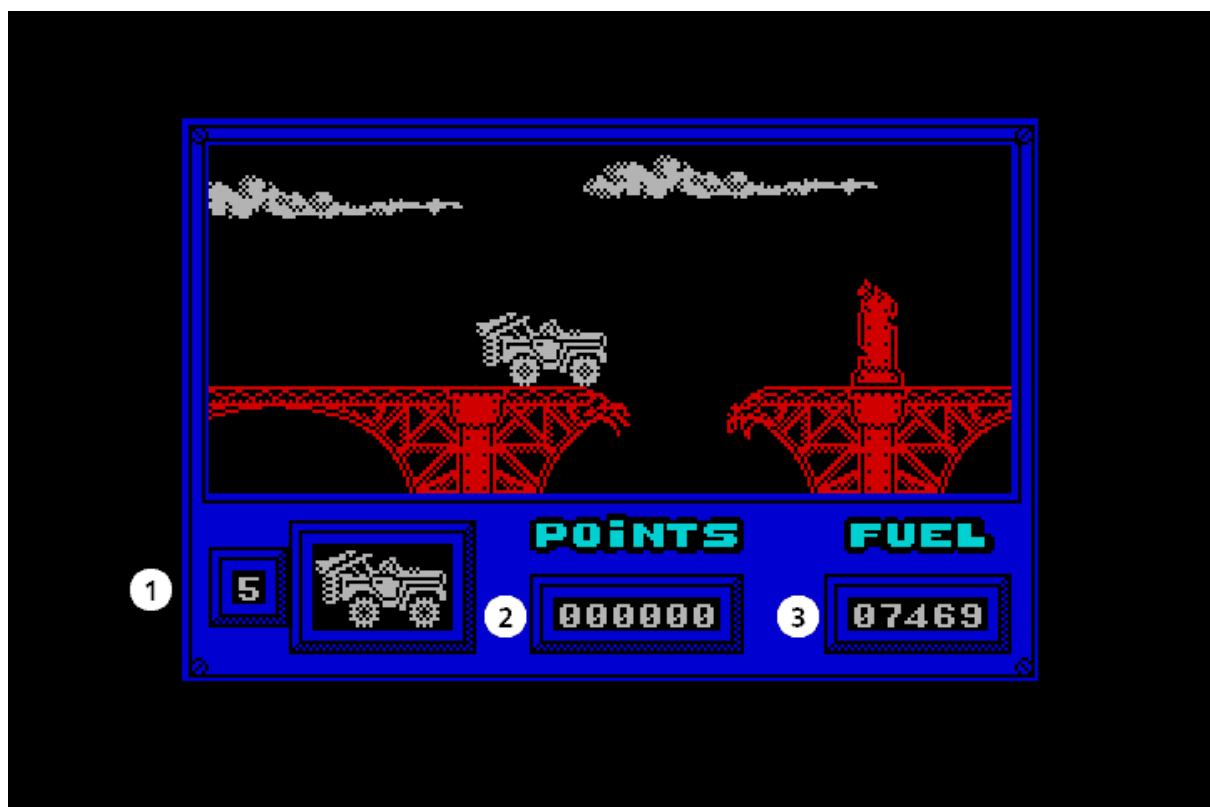
Pilot the helicopter using the movement keys. Avoid incoming enemy fire, using the two firing modes to shoot ground and aerial units. When playing with a controller, use **A** to shoot air units, and **B** to eliminate ground units.

Chapter Two consists of three phases - each of which take place over different terrains with unique enemies. Aerial units fly into the screen in front of and behind the player over time, firing rockets towards them. Ground units vary from tall watch towers, to armoured submarines which fire at the player when in sight.

If the player's helicopter is destroyed and lives remain, the helicopter will respawn from the starting helicopter pad of the current phase.

Interface

Chapters One and Two



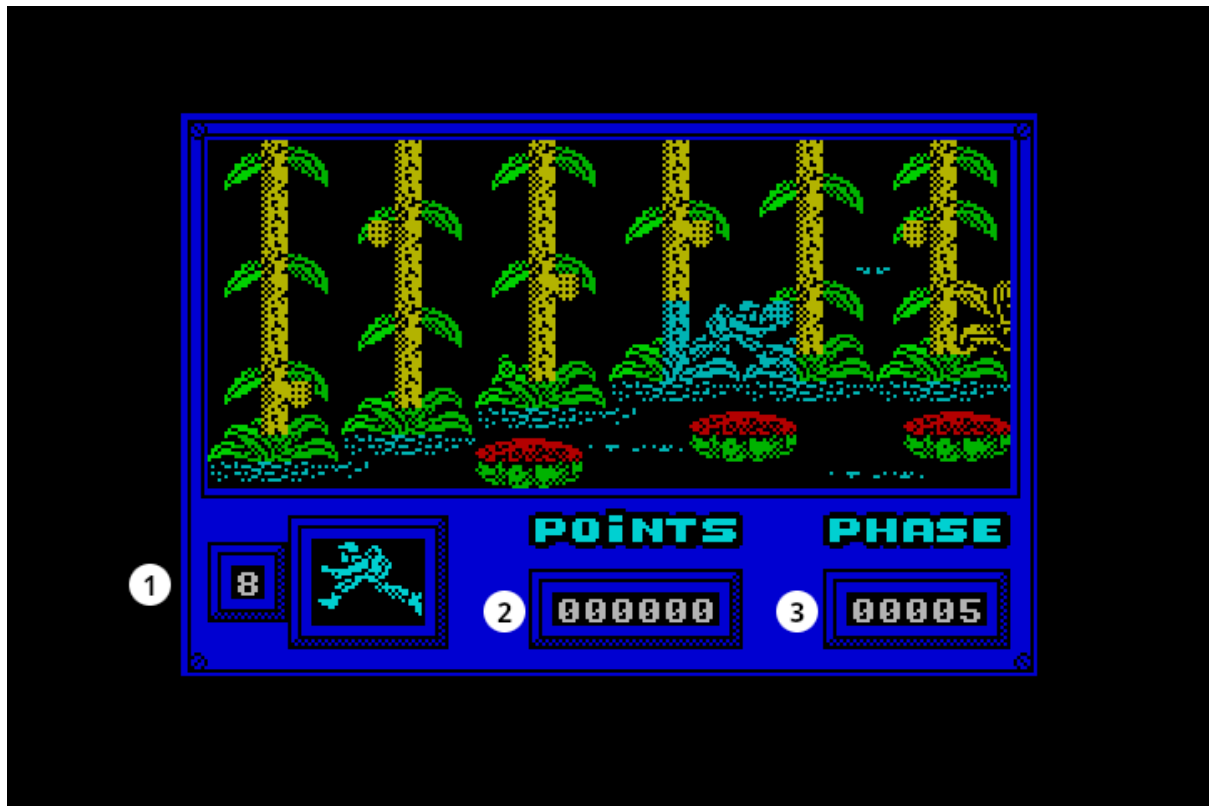
1. Player Lives
2. Points
3. Fuel

Chapter Three

Navigate through the swamp by jumping between platforms to reach the entry of the base, avoiding thrown enemy grenades and flying birds. Duck under incoming birds to avoid being hit or shoot towards them to adjust their flight path.

When playing with a controller, use **A** to shoot, and **B** to throw grenades.

Interface



1. Player Lives
2. Points
3. Current Phase

Lives

The player begins the game with five lives. A life is lost when the player is hit by enemy bullets or collides with an enemy unit.

Bonus lives are given to the player every 25,000 points.

Scoring

Unit	Points
Helicopter	250
Truck	500
Plane	1000
Missile Base	500
Submarine	1500
Lookout Tower	1500
Bird	Varying
Men	Varying

Story

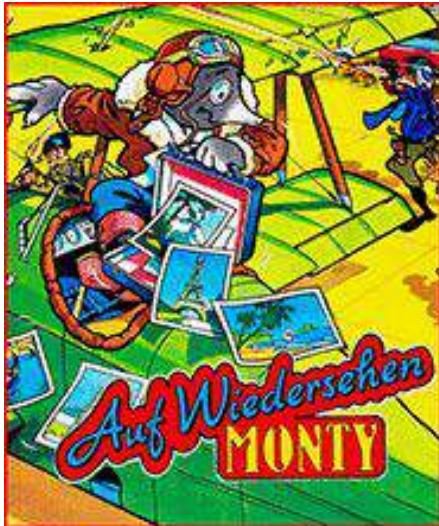
You are a member of the SOC (Special Operations Core) a crack regiment of Specialist Commandos picked for the most dangerous missions.

Locked in a safe at the enemy headquarters is information... information so vital that the turning point of the conflict depends upon its discovery.

To get to the headquarters means crossing jungles and deserts, manipulating many forms of transportation and harnessing a variety of weapons systems. Only the best will succeed on this deadly venture ... Will you be one of them?

Appendix: A- 4









Auf Wiedersehen Monty



In this classic platformer, guide Monty Mole on his fight for freedom across Europe by collecting enough money to buy the Greek island of Montos. Search for valuables in each level.

Find plane tickets at airports to travel quickly between countries. Once you complete the map Monty can escape.

Controls

Key	Button	Action
P		Up
L		Down
Q		Left
W		Right
SPACE		Jump
SYMBOL		Interact with object
		Start
		Select Joystick

Starting a Game

To start the game using a controller, press the Select Joystick button on the starting screen, then press the Start button.

Option	Description
Start Game	Start the game with the selected input device
Keyboard	Select keyboard input
Kempston	Select controller input
Cursor	Select cursor joystick. Should not be selected
Interface II	Select Interface II joystick. Should not be selected

Gameplay

Guide Monty through a journey of half of Europe, picking up valuables, and finding tickets to travel quicker between airports.

Monty must collect enough money to fill the icon of the Greek island of “Montos” at the bottom of the screen. Once the picture of the island is fully visible, Monty can escape to Montos and evade his pursuers!

Collect 18,000 money by finding different items throughout the different countries. Monty can bring certain items to different countries in order to convert them to more money.

Monty faces a wide variety of enemies throughout Europe, taking on different appearances. Most enemies move along a pre-defined path - if Monty touches an enemy, he will lose a life.

Airports

Monty can travel around the map faster by using the network of airports on the map. In order to use an airport, Monty must have a ticket. Tickets can be found throughout the map, each allowing a single use of an airport.

When Monty travels from one airport to another, a minigame takes place with Monty in control of an aeroplane. Move the aeroplane using the movement keys, and 'nibble' the back of other aeroplanes on the screen to gain bonus points.

Movement

Look for vines, chains, and ladders and position Monty a short distance from them or directly over them. Jump, and Monty will begin climbing. Move upwards to climb further. Monty can jump to a platform above him up to three tiles away, fall from any height without taking damage, and can use certain objects to move in different ways:



Hooks

Hooks can be grabbed by Monty and used to move along their path in both directions. To attach to hooks, move Monty below them and jump.



Ice

Monty will slide uncontrollably when standing on ice tiles.



Crumbly Tiles

Crumbly tiles will dissolve on contact, causing Monty to fall.



Molten Rock

Molten rock tiles cause Monty to jump uncontrollably when stood on. Try and control the direction of the jump to safely leave these tiles.



Bottles

Bottles aren't a tile but can be picked up by Monty. When picked up, he will briefly lose control of his movement, moving in random directions for a short duration. Move in the opposite direction to stand still and counteract this.

Trampoline Tiles

A number of visually different tiles give Monty the ability to build up momentum for a much higher jump. When jumping on a trampoline tile, Monty will make several jumps in a row with an increasing jump height.

Airports

Monty can use tickets at airports through the different countries he visits - move next to an airport and press the Interact with object button to use the airport. Using an airport will initiate a small minigame, placing Monty in an aeroplane. Monty can hit the back of other aeroplanes to slowly damage them, accumulating points when destroying the plane.

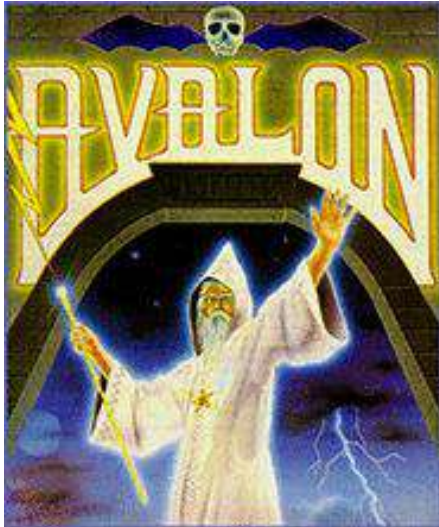
Items

Various special objects can be found by Monty throughout the map. Taking these objects to different countries allows Monty to convert them to cash:

- Take the football to Juventus
- Touch the blue man in Amsterdam to convert the fertiliser to a bouquet of flowers; take this to Pizza
- Take the wine to Dortmund
- Take the Mona Lisa to Itsa Daboss in Italy
- Carry the tools to use the ski-lift in Austria safely
- Take the bacon to Sweden
- Take the steering wheel to Monaco

Appendix: A- 5








Avalon



In this magical exploration game, control Maroc the Wizard's astral projection on a quest to destroy the Lord of Chaos. Use the move spell to direct Maroc around the dungeon. Collect new spells across eight different levels.

Find the correct door to progress.

Controls

Key	Button	Action
A		Up
Z		Down
N		Left
M		Right
L		Cast spell
		Select joystick
		Start

Starting a Game

To start the game using a controller, press the Select Joystick button on the starting screen, then press the Start button.

Option	Description
Kempston Joystick	Select controller input
AGF Joystick	Select cursor key input
Sinclair Joystick	Select Sinclair joystick. Should not be used
Keyboard	Select keyboard input

To start the game using keyboard input, press Enter on the starting screen.

Gameplay

Maroc is an astral projection of a wizard, who can use various spells to interact with the world around him.

Nearly all actions in Avalon are performed by Maroc casting spells, including movement. The interface at the bottom of the screen shows a list of the spells Maroc currently has access to.

To begin moving Maroc, press the Cast Spell button, and select the Move spell using the spell selection menu at the bottom centre of the screen.

More spells can be accessed by finding scrolls throughout the world of Avalon.

Rooms

Move Maroc into an unlocked door at the right position to open it. To progress, find the correct door which leads to a tunnel.

Tunnels

At the end of each level, Maroc must quickly move through a tunnel to reach the next area. Tunnels are filled with different enemies, normally Bats and Spiders, which block Maroc's path. Maroc can guide himself left or right to avoid contact with these enemies.

Lives

When Maroc is defeated, he will return to the starting room. The rest of the game will remain in the same state for the new playthrough - any doors unlocked, enemies

defeated, and scrolls or items found that have uses will be kept when returning to the start.

Enemies

Goblin Warrior

- *Warriors march towards Maroc in a zig-zag pattern, and pursue Maroc between rooms.*
- *Low damage & health*

Goblin Missile Thrower

- *Ranged warriors, throwing missiles towards Maroc*
- *Moderate damage, low health.*

Guardian of Chaos

- *Slow moving enemies*
- *Continually move towards Maroc*
- *Moderate damage*

Wraith

- *Move erratically around a room, dashing towards Maroc at random*
- *High damage on contact with Maroc*
- *Can always find Maroc, even when Unseen is being casted*

Warlock

- *Fire missiles towards Maroc, becoming increasingly powerful the more progress Maroc has made*
- *Carries an object or spell which can be obtained by destroying the warlock, or giving it a specific item using the servant*

Spider

- *Deals a small amount of damage on contact when found inside a normal room, dealing a moderate amount when encountered inside a tunnel*

Bat

- *Found inside tunnels and some rooms, dealing a moderate amount of damage on contact*

Scorpion

- *Deals a very small amount of damage on contact*
- *Occasionally found hiding under different objects*

Demon

- *Doesn't directly pursue Maroc, but will keep appearing in rooms until defeated*

- *Very high damage, dealing melee damage and firing magic missiles*
- *Can only be destroyed by using the sword Caliburn, wielded by the servant*

Spells

There are three spell types in Avalon:

- **Aiming:** Displays a cursor when casted. Aiming spells which create projectiles can be fired in the direction of the cursor by pressing the Cast Spell button again.
- **Ongoing Effect:** Spells which, when casted, create an effect that lasts for a given period of time.
- **Instant Effect:** Spells which have no casting time and produce an effect instantly.

Most of the spells in Avalon have limited uses. Once the remaining uses of a spell reach zero, the spell will disappear from the spell list. Maroc will have to find another scroll of the spell to use it again.

<i>Spell</i>	<i>Type</i>	<i>Unlimited Uses?</i>	<i>Description</i>
Move	None	Yes	Allows Maroc to move around the world of Avalon
Servant	Aiming	Yes	Summons an entity which can be used to take or place objects in the world or use them on other objects or creatures. The servant can place items inside Maroc's backpack by moving an item over Maroc. When the servant is being controlled, Maroc cannot move.
Shield	Ongoing Effect	No	Creates a magical barrier of defence against attacks from enemies. While casting a shield, Maroc's energy is slowly depleted.
Unlock	Aiming	No	Allows Maroc to unlock some of the locked doors and chests he finds.
Missile	Aiming	No	Fires a magical missile which deals a moderate amount of damage to enemies.
Energize	Instant Effect	No	Allows Maroc to restore lost energy - each cast restores a quarter of Maroc's total. Limited uses.
Firebolt	Aiming	No	Casts a fiery missile at a nearby enemy, dealing a large amount of damage.

<i>Spell</i>	<i>Type</i>	<i>Unlimited Uses?</i>	<i>Description</i>
Reveal	Aiming	No	Can be used to reveal hidden things.
Hail	Instant Effect	No	Summons a warlock in the current level to the room Maroc is in, if it hasn't already been defeated.
Unseen	Ongoing Effect	No	Casts a veil of shadows over the caster, hiding Maroc from enemies while active.
Open	Aiming	No	Used to open certain locked doors.
Protect	Ongoing Effect	No	Creates a magical barrier of defence against attacks from enemies. While casting a shield, Maroc's energy is slowly depleted.
Waystone	Instant Effect	No	Teleports Maroc to a different room.
Icebolt	Aiming	No	Fires a bolt of ice at a target, dealing moderate damage.
Amulet	Ongoing Effect	Yes	Creates a defensive barrier which deflects all types of attacks, with a much lower energy cost than other barrier spells.
Fireball	Aiming	No	Fires a large ball of fire, dealing a high amount of damage.
Freeze	Instant Effect	No	Instantly stops all currently visible creatures from moving when casted. Note that frozen enemies can still cast some spells.
Summon	Instant Effect	No	Teleports Maroc deep into the Chambers of Chaos.
Defence	Ongoing Effect	No	Repels some magical missiles, draining a moderate amount of energy while being casted.
Portal	Instant Effect	No	Allows Maroc to travel between the Mines of Madness and later levels in the game.
Wraithbane	Ongoing Effect	Yes	While active, Maroc disintegrates Wraiths on contact. High energy cost.
Dispel	Aiming	No	Removes illusionary magic. Objects which change colour can have dispel cast on them.
Electric	Aiming	No	Fires electric bolts in the direction of the aiming cursor.
Vaporize	Aiming	No	Fires a devastating bolt which destroys an enemy on contact.
Flame	Aiming	No	Hurls flame missiles towards the aiming cursor. Deals a moderate amount of damage, can be reflected by shields.
Find	Aiming	No	Displays an arrow which Maroc can follow to find a key item later in the game.
Chalice	Ongoing Effect	Yes	The most powerful healing spell. Continually restores Maroc's energy at a fast rate when active.

<i>Spell</i>	<i>Type</i>	<i>Unlimited Uses?</i>	<i>Description</i>
Message	Instant Effect	Yes	A spell which presents a gameplay hint for Maroc later in the game.

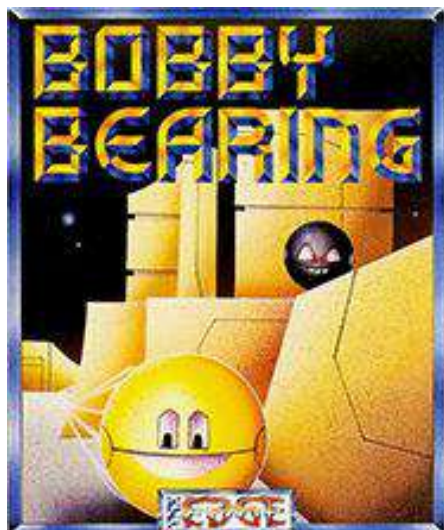
Interface



1. Energy Level
2. Spell List









Appendix: A- 6

Bobby Bearing



In this isometric physics-based platformer, help Bobby rescue his brothers who are lost in the ramp-filled world of Technofear. Roll along banks and ramps and gain momentum to jump. Don't get squashed under moving slabs. Keep your eye on the time.

Controls

Key	Button	Action
P		Up
L		Down
Z		Left
X		Right
Q		Reset screen
O		Select menu item
		Menu right
		Menu left

Starting a Game

NOTE To play this game using a controller, select **Kempston** in the Select Joystick menu.

To start the game using the controller, select a difficulty using the Difficulty 1 or 2 buttons on the controller.

To start the game using a controller, press the Menu Left and Menu Right buttons until Kempston Joystick is selected in the blue box at the bottom centre of the screen, then press the Select Menu Item button.

Gameplay

Find Bobby's lost cousins in the Metaplanes and bring them back to the starting screen to succeed. Move Bobby to the arrows at the corner of each screen to progress to a new area.

The cousins can be pushed in a direction by rolling Bobby into them once found. Bobby's cousins can fall from larger heights than Bobby, and not suffer a time penalty as a result.

Movement

Use the movement keys to roll Bobby around the land of the Metaplanes. Bobby can use ramps and inclines to gain enough momentum to pass the hazards in the Metaplanes.

Guide Bobby through the map to find his cousin Bearings and push them back to the start to finish the game.

If Bobby falls from a height greater than half a tile, he is respawned, and the game timer is affected.

Hazards

Evil bearings move on set paths when on the screen, sometimes remaining stationary before the player gets close. If an evil bearing touches Bobby, he will respawn at the position he entered the current screen, with a time penalty.

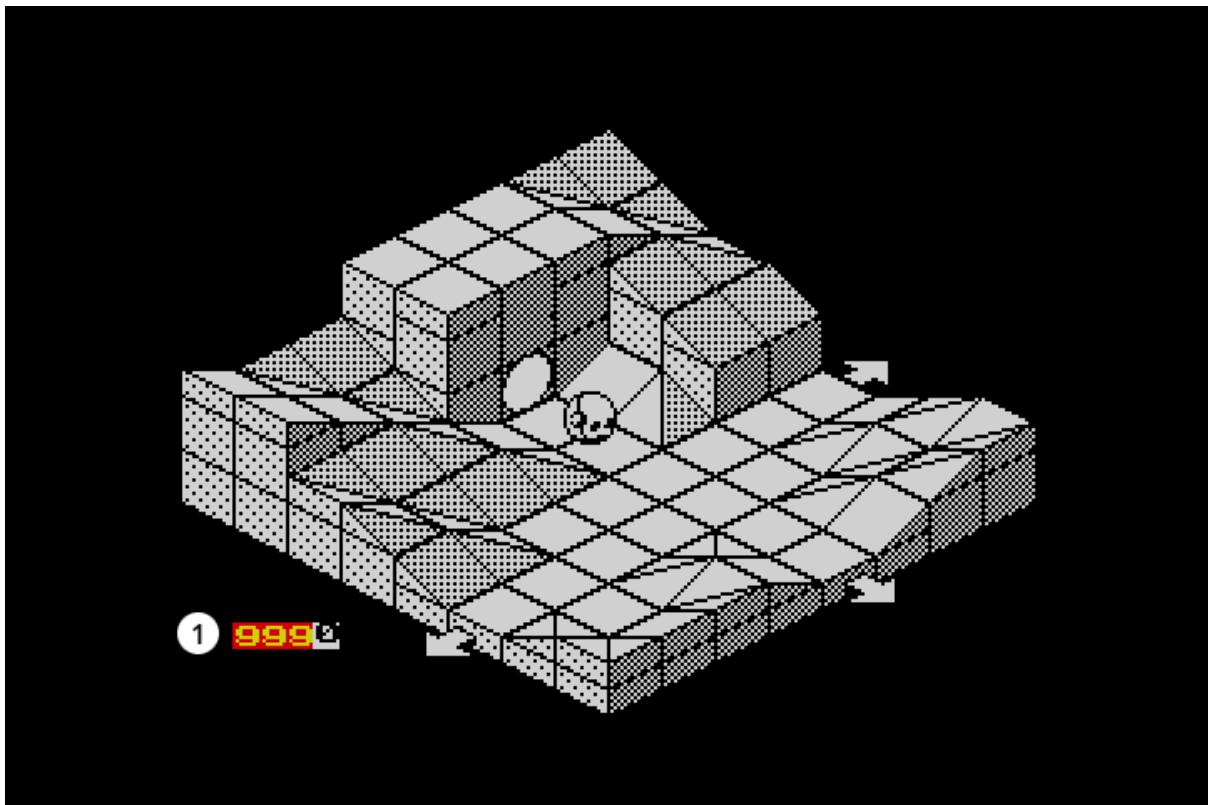
Some tiles and platforms in the Metaplanes move from one position to another - in some cases moving platforms can be used as lifts between platforms. If Bobby get's stuck under a moving platform, he will be squished, and the current screen will reset with a time penalty.

Game Timer

You begin the game with a time of 9999. The timer at the bottom left of the screen steadily decreases while the game is running.

Each time Bobby hits a fault, the rate that the timer decreases is increased slightly. If the timer reaches zero before finding and returning the other Bearings, the game is over!

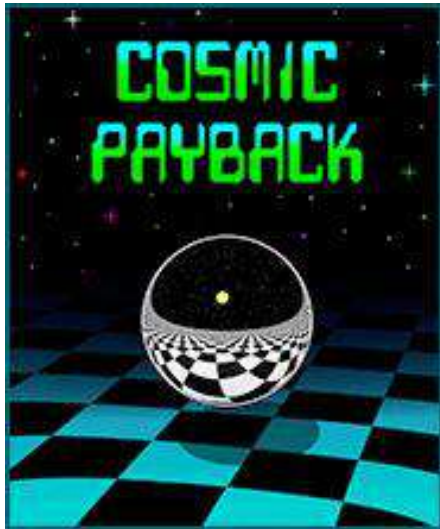
Interface



1. Game timer







Appendix: A- 7

Cosmic Payback



In this 3D platform adventure game, you control a spherical exploration pod on a mission to collect gold and save Earth. Bounce through 15 challenging levels, picking up the gold on checkered tiles. Time your jumps across disappearing platforms. Leap across gaps with launch pads.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
H		Pause
F		Quit
		Start
		Select Joystick

Starting a Game

NOTE To play this game using a controller, select **Kempston** in the Select Joystick menu.

To skip the introductory sequence, press any key on the keyboard, or press the Start button on the controller.

Option	Description
Keyboard	Select keyboard input
Kempston	Select controller input
Interface II	Select Interface II input
Arcade Mode	Play the game in arcade mode
Casual Mode	Play the game in casual mode
Password Entry	Choose a starting level through entering a level code
Start Game	Start the game with the chosen options
Option	Description

To begin playing the game with a controller, press the Select Joystick button on the menu, then press the Start button.

Level codes can be accessed at the beginning of each level and used to resume from the same level on a future playthrough.

There are two game modes in Cosmic Payback:

- **Arcade Mode:** Scored, limited lives
- **Casual Mode:** No player score, unlimited lives.

Gameplay

Bounce the exploratory pod around the surface of each level, avoiding falling into black space. Collect all the gold on the current level and reach the portal at the end to progress to the next. Gold can be retrieved by bouncing the pod over flashing checkerboard tiles.

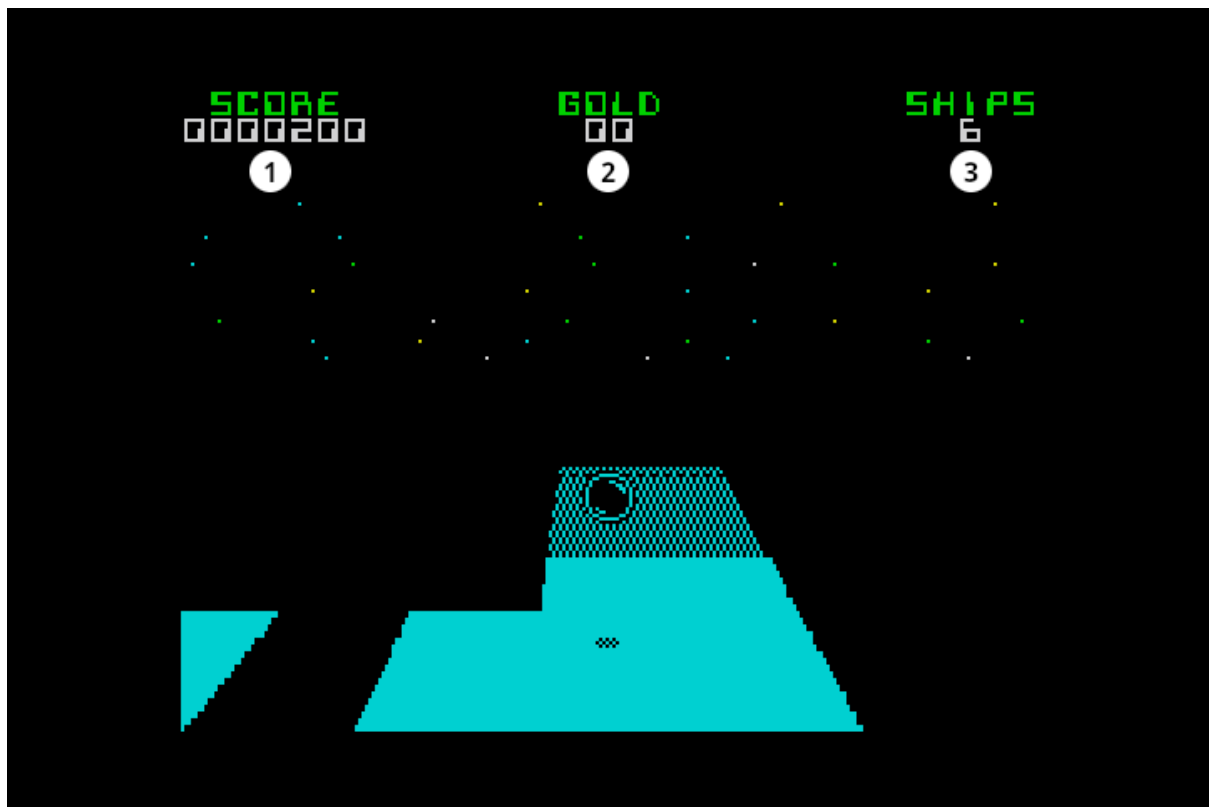
When bouncing, the exploratory pod gains momentum over time. This allows the pod to bounce between larger gaps.

Different tiles in cosmic payback can affect the exploratory pod in different ways:

- **Teleporter Tiles:** Teleport the pod from one tile to another
- **Booster Tiles:** Propel the pod across a large gap, gaining a large amount of momentum which can be preserved on landing.

- **Moving Tiles:** Tiles which move in a pattern from one position to another. Carefully time jumps between these tiles transitioning to a new position.
- **Breakable Tiles:** Tiles which are destroyed when the player has bounced on them once. Once a breakable tile has been destroyed, it will not respawn
- **Trigger Tiles:** Tiles which trigger an event happening in the level (for instance, changing the path of some of the teleporter tiles in the current level)

Interface



1. Score
2. Gold remaining
3. Lives

Story

EARTH, 2562 A.D.

After centuries of war and suffering, peace slowly began to return to the world. Just as civilization had started to recover, however, another crisis fell upon it - an extra-terrestrial armada pillaged the earth, taking with them virtually all of the known supplies of gold. Society was plunged into chaos - financial markets experienced a recession of unparalleled proportions, electronics production ceased altogether, and people with dental fillings dared not wander out in public.

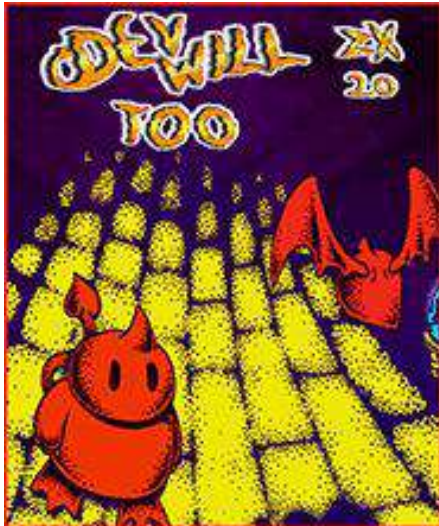
An international task force was created with the aim of recovering the gold. Scraping together what they could with the miniscule amount that had not been plundered, a shuttle was constructed that would serve justice upon the invaders. It contained a few spherical exploration pods, which would navigate the planetary surface by means of bouncing upon it.

You are responsible for piloting the pods and returning all of the gold to Earth. If this mission fails, humanity will be doomed to return to the Stone Age.

You are our only hope!







Appendix: A- 8

Devwill Too



In this charming modern platformer, you must guide a creature on a journey through a dream-like world filled with strange enemies. Jump on the heads of enemies to defeat them. Unlock sliding and double jump skills. Explore 44 unique screens.

Controls

Key	Button	Action
		Down
O		Left
P		Right
Q		Jump
M		Slide
		Select Joystick

Starting a Game

NOTE To play this game using a controller, select **Kempston** in the Select Joystick menu.

Press 1 to begin the game with keyboard control. Alternatively, press the Select joystick button to begin the game with a controller.

Gameplay

Devwill Too puts the player in control of a creature trying to find its way through a dream-like world. The creature can jump on the heads of enemies to eliminate them from the start of the game but becomes more powerful as the player progresses.

Press the jump button to jump gaps. Land on the head of enemies from a jump to eliminate an enemy. Landing on an enemy successfully will bounce you upwards in the air again - land on the head of another enemy before touching the floor to accumulate a combo bonus.

Enemies

There are two types of enemies in Devwill Too, excluding the final boss:



Slimes

- *Slimes move backwards and forwards between two points, damaging the player if touched without jumping or sliding.*



Bats

- *Bats fly from their starting position towards the player constantly, damaging the player if touched without jumping or sliding.*
- *Slide or jump on top of either enemy type to eliminate them.*



Balloons

- *When a balloon is hit, it is popped and grants the player a small boost upwards. This can be combined with a double jump or slide which hit an enemy to jump higher.*

Pickups



The Ankh

- *When the Ankh is picked up, the creature is able to open the ancient Ankh door and progress to the ending of the game.*



Double Jump

- *Finding the double jump power-up allows the player to make one additional jump before having to touch the ground.*



Dash

- *Finding the dash power-up allows the player to dash forwards a short distance, breaking blocks and destroying enemies hit.*



Block

- *Blocks can only be broken by dashing into them. They cover the entrance to some areas in the dream world.*



Lives

- *The creature begins the game with 3 lives. Extra lives can be found inside life pots*

Story

Somewhere in a lost reality, on the shores of a primordial sea, there lies an egg, dormant for aeons.

A fissure appears, tearing through its protective shell. Suddenly, the egg bursts with a breath, giving life to a small artificial creature. A Homunculus whose consciousness is flung into the outside world. Alone, it glimpses its reflection in the tranquil waters that witnessed its birth. And it questions the meaning of its individuality... Could there be others like it?

Gazing at the horizon, it notices a portal, perhaps erected to address the existential dilemma of this little being.

It moves toward it and, after a moment of hesitation, steps into the unknown.








Appendix: A- 9

El Stompo



In this puzzle-platformer game, you must help the TV Stomper fix every TV in the galaxy after a solar flare has wiped them out. Progress through 35 colourful levels stomping on TV sets to repair them. Fall through yellow tiles. Repair every TV on the screen to win through.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
SPACE		Stomp
R		Reset level
		Skip

Starting a Game

NOTE - If a controller is being used, the default key bindings should not be changed.

El Stompo displays the menu in-game, with a controllable character. Move the character left and right using the movement keys and press the Stomp button to interact with a menu object.

Interface



1. About/How to play
2. Start game
3. Change key bindings

Gameplay

Move the Stomper around the environment, avoiding patrolling enemies. Use the Stomp key to interact with different tiles. The Stomper must stomp on every TV set in the level to progress.

If a level enters a state where it is unsolvable, press the Reset Level button to restart from the beginning of it.

If any creature falls off the bottom of the level's screen, it will re-appear at the top of the screen and continue falling until it lands on a walkable tile.

Items

There are a variety of items and interactable objects throughout El Stompo:

TVs

- *TV sets can be found throughout each level. The Stomper must stomp on top of each TV set in the level to progress. Once a TV set has been fixed, it will turn from displaying static to a random TV channel.*

Yellow Tiles

- *The Stomper can stomp on top of a yellow tile to shatter it. The tile will remain broken unless the level is reset. When a Stomper breaks a tile, it will fall below.*

Green Tiles

- *Green tiles can be walked over three times before breaking.*

Lever

- *Levers can be interacted with by any creature in a level by moving over it. Levers can be connected to platforms or trap doors in the current level.*

Story

The television, a remarkable piece of kit, bringing education and enlightenment to the masses. Whether a family of four from Croydon, or a hive of inter dimensional spring-folk from Klaxxon 5, the idiot box is just as relevant to them now as it was in 1953, when every young blob gathered to watch Princess Splaygrove in colour for the first time.

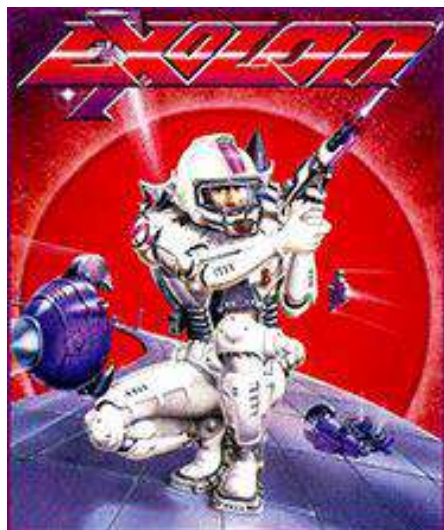
And of course, it's not all HDMI and LED black-stretching on the outer rim. There are many planets still reliant on bulky CRT, with Earth transmissions from 1984 only just reaching them. They're not exactly reliable sets, but they work... after a hefty whack.

And that's your job. You're a Stomper, and wherever there's a dodgy set, you'll be there to jump up and down on it until the picture comes back.

Work has been sporadic for a few months now and it was looking as though you'd need to hire yourself out as a space-hopper to get in some extra pennies, when suddenly... the solar flares hit. Every TV set, and I mean EVERY set on each of the 35 planets went down. And you are the only Stomper still in the phone book.








Appendix: A- 10

Exolon



In this futuristic run and gun game you battle an alien species across a colourful planet's surface. Launch rockets to destroy artillery, obstacles and alien pods. Use teleporters to reach high areas. Find ammunition, rockets, and powerful exoskeletons.

Controls

Key	Button	Action
Q		Jump
A		Crouch or use
O		Left
P		Right
M		Fire
		Start
		Select Joystick

Starting a Game

*NOTE To play this game using a controller, select **Kempston** in the Select Joystick menu.*

Option	Description
Start game	Start playing the game using the configured controls
Define keys	Press 2 to redefine the game's controls when using keyboard
Keyboard	Press 3 to play the game using the keyboard
Interface 2	This option should not be selected. (the controller is configured as a Kempston joystick)
Kempston	Press 5 to play the game using a controller

Gameplay

Weapons

Standard Blaster

- *The standard blaster is given to the player at the start of the game. It fires one projectile in the direction the player is facing from the barrel of the blaster.*

Grenade Launcher

- *The grenade launcher is given to the player at the start of the game.*

Double Blaster

- *The double blaster allows the player to fire two projectiles like the Double Launcher, at the expense of using double the ammo each time the weapon is fired.*

Exosuit

When reaching certain zones, the player has the option to equip the powerful exosuit, Exolon. Exolon can withstand much more damage from enemies and has more firepower but moves much slower. When wearing the exosuit, no bonuses are given at the end of a stage.

Obstacles

Obstacles block the player's movement towards a new zone and must be destroyed to progress. To destroy an obstacle, use the grenade launcher. Some obstacles can damage the player when touched - laser barriers in later levels cause the player to lose a life if touched.

Traps

Some zones contain hidden traps, such as mines and pneumatic hammers which spike upwards and retract at random intervals. Take care when entering a new zone to look for these hazards and carefully avoid them!

Teleporters

Teleporters can be found in some zones, which allow the player to quickly move between the two teleportation pads. If the player moves over a teleportation pad and presses the Up button, they will teleport to the connected pad.

Enemies

Aliens

- *Aliens initially appear as floating orbs but take on different appearances later in the game. Aliens move into the screen from the right and move in random patterns towards the player. Aliens can be hit using normal ammo and are unaffected by grenades. If an alien touches the player, they will lose a life.*

Alien Pods

- *Alien pods are obstacles which block player movement. They can be destroyed using a grenade like other structures, but a group of small red aliens will linger after the explosion. If any of these aliens touch the player, they will lose a life.*

Turrets

- *Turrets are stationary obstacles which block player movement and fire projectiles. Turrets can be destroyed by hitting them with a grenade. Turrets continually fire projectiles in the direction they are facing until destroyed. Depending on the placement of a turret, the player can jump or duck under the shots and fire a grenade with the correct timing to destroy them.*

Double Launcher

- *Double launchers fire up to two bullets in parallel in the direction they are facing at random intervals. The player can destroy the bullets by shooting them. When moving towards a double launcher, duck to shoot any lower bullets fired. A double launcher cannot be destroyed, but walking into the launcher after surviving its onslaught disables the launcher.*

Combined Launcher

- *A combined launcher is a turret, combined with a launcher which fires missiles. The combined launcher can be destroyed by firing a grenade at the top of the launcher - this will deactivate the launcher and give the player points.*

Homing Missile

- *Missiles that home in on enemies.*

Pickups

The player can store a maximum of 100 bullets, and 10 grenades at once. Pickups can be found in some zones which give the player additional ammo and grenades, up to the carry limit. White ammo crates replenish bullets, while yellow crates replenish grenades.

Ammo is replenished when the player loses a life and respawns.

Points

The player is given points for various feats:

Description	Points
Destroying obstacle with grenade	150
Large aliens	150
Small pod aliens	50
Missile shells	50
Walking into double launcher	2000
Walking into combined launcher	3000
Destroying missile guidance module	1000
Description	Points

Bonus Points

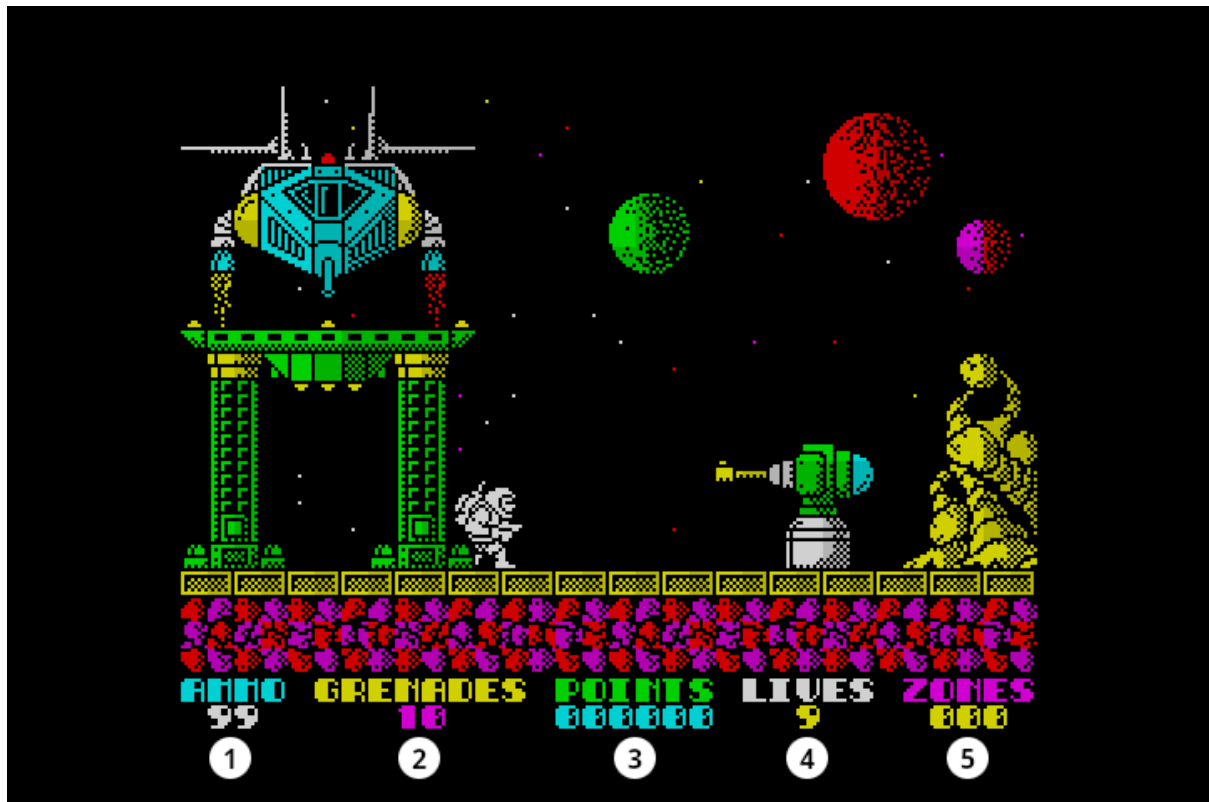
Bonus points are given at the end of every 25 levels. A bravery bonus is given to the player, as well as a lives bonus ($1000 * \text{Number of remaining lives}$)

Additionally, a bonus screen is shown, which contains a list of point values and an arrow. Stop the arrow moving by pressing fire on the keyboard or controller - the amount of points the arrow lands on will be given to the player.

Lives

The player begins the game with 9 lives, with a bonus life given at the end of every 25 screens.

Interface



1. Ammo
2. Grenades
3. Points
4. Player Lives
5. Number of zones visited

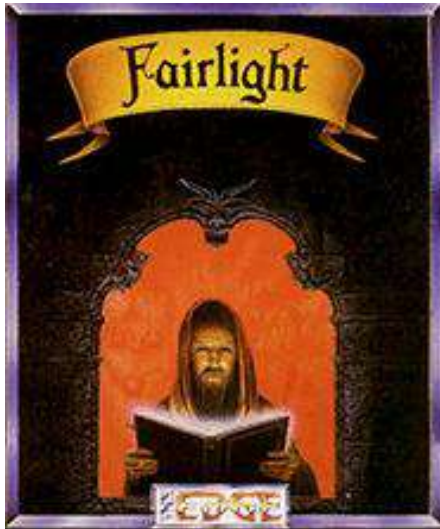
Story

As a heavily armed humanoid, you blast, battle, bound and blunder your way over more than hundred screens of blood curdling action. Release a deadly grenade to devastate a birth pod and shoot the hordes of aliens that slither and scramble to overwhelm you.

Rocket a gun emplacement and pneumatic hammers hurl you end over end back across the screen. And in a new twist, some of the screens can be played as a vulnerable but athletic Vitorc or as Exolon, a lumbering but powerful exoskeleton.











Appendix: A- 11

Fairlight



In this isometric action-adventure game, your quest is to explore an open 3D world to find the Book of Light and escape from Castle Avars. Collect and use objects to progress. Drop and stack items to reach hidden areas. Find food to replenish your health.

Controls

Key	Button	Action
P		Up
L		Down
Q		Left
A		Right
B		Attack
SYMBOL		Jump
X		Pick up item
6		Use item
Z		Drop item
SPACE		Pause
		Select item 2
		Select item 1

Starting a Game

***NOTE** - When playing with a controller, it is necessary to use the keyboard to perform some actions. Refer to the list of controls for keyboard input to do this.*

To begin the game using a controller or keyboard, press any button on the keyboard or controller to continue past the introductory sequence.

Gameplay

To move between areas in the castle, move Isvar to a door, or the edges of the current screen and continue walking. If there is a room in the direction Isvar is moving, the screen will change to the new room.

Note that some doors may be locked and require a key to be opened - if a door is locked, the energy/status screen will display a prompt saying 'LOCKED' in the bottom left-hand side of the screen.

Items

Press the Pick-up item button to interact with items close enough to Isvar.

Most items can be stood on by the player. Items can also be stacked on top of one another to create new pathways to areas in the castle.

To drop items, press the Drop item button on the keyboard. This will drop the selected item on the floor in front of Isvar.

There are a large number of enemies in the Castle Avars, all of which can drain Isvar's energy when touching or attacking him. Find food and magical potions in the castle to restore his health. Isvar can use his sword by pressing the Attack key.

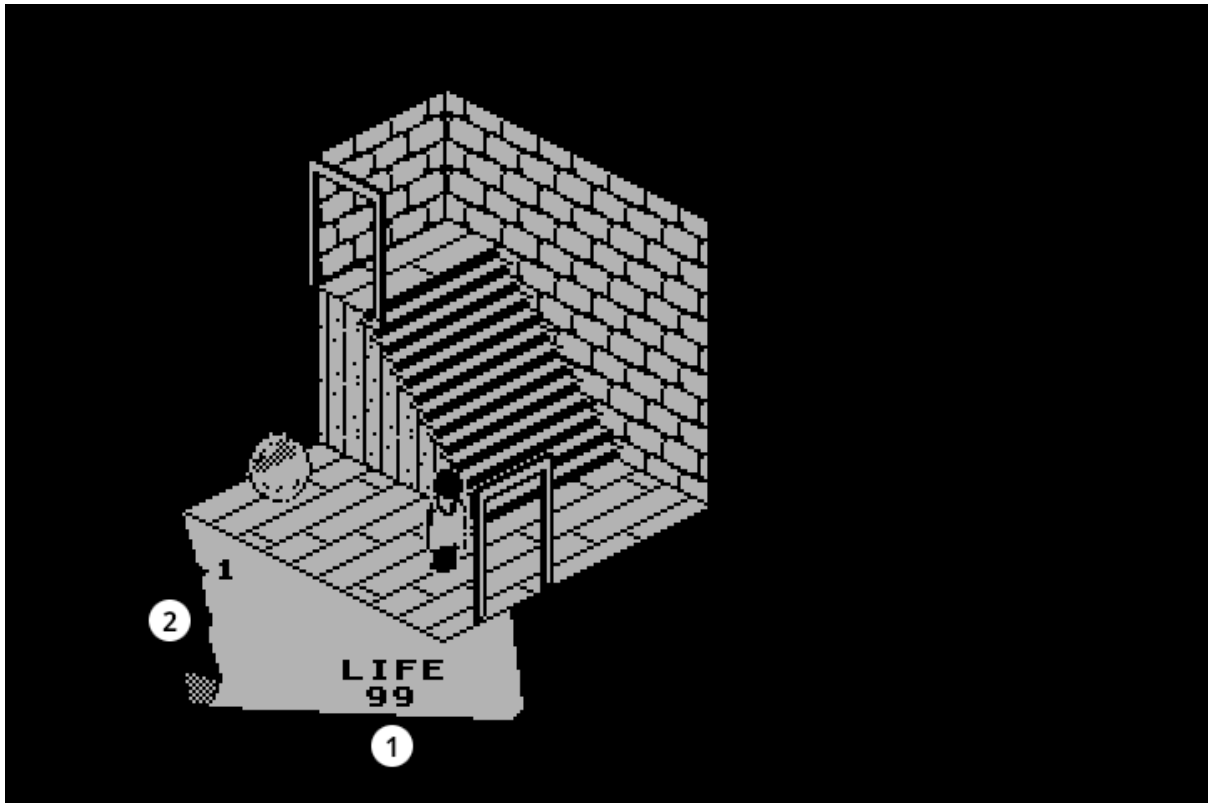
Each item has different weight. If Isvar is carrying a heavy item, he might not be able to pick up another, even if he has empty inventory slots.

A lot of objects dropped on the floor can be pushed by Isvar - drop an item and move Isvar towards it to begin pushing the object.

Inventory

Isvar's inventory consists of 5 different slots. Press the keys 1 - 5 to cycle through the inventory items - pressing the Use or Drop item keys will perform an action on the currently selected inventory slot.

Interface



1. Energy/status screen
2. Inventory

The energy/status screen shows Isvar's current energy level, as well as important messages if Isvar is attempting to interact with something in the game world. For instance, if a door is locked and Isvar is walking into the door, a prompt is shown over the current energy level saying 'LOCKED'

Story

CRONICLES OF THE LAND OF FAIRLIGHT

1. A Prelude: The Light Revealed.

A Dying Land

It did not happen overnight. The Land of Fairlight had once been a beauteous place, people by a fair race, led by mighty and worthy Kings and Queens. But the beauty had faded. The leaders had grown weaker and weaker. The Light had all but gone...

The history books written by the Elders of days long gone by, talked almost solely of a land of peace, a land of music and jollity. A land where it seemed the sun shone brightly every day, in clear blue skies.

A land in which magic was everywhere, in everything and in everyone...

No one could explain exactly what had gone wrong, although there was no shortage of village story tellers more than willing to try. There had been Gerion, a great and powerful leader standing 8 feet tall, it's said, who led the land into costly and wasteful war. Ogdar had then replaced the mighty Gerion only to promptly ban all study of science, music and the magical arts.

There followed a succession of weak rulers from Reeth to Leofine, who all allowed the once pristine order to slip into chaos and darkness. And even when a seemingly good leader finally appeared many bad harvests later, his own people murdered him. It was the final sign of a decaying land, and there were many at that time who despaired and left Fairlight for lands far beyond the Cynwulf mountains.

Only the Castle Avars stood alone and silent on the plains of Avarslund. The last dwelling place of a King of Fairlight, the King Avars who some say was King when the Land was still full of magic, before the fall...

As long as anyone could remember no one had succeeded in gaining entrance to this last vestige of the land as it once was. Legends about it were to be heard everywhere, with some saying that inside still lived the tall ancestors of Fairlight's people, some saying that a perpetual summer shone within, and yet some saying that within sits Segar the Immortal awaiting his moment to bring the Light back to the Land.

But few alive in these times could believe that, as mysterious as this Castle might be. For this was an age of feudalism and a time when Merchants and Barons rule, if any can be said to rule in such a fragmented land.

A Trespass: A meeting; An unexpected guest

Nothing was further from Isvar's thoughts than tales of his ancestors, less still of the myths surround the Castle Avars.

"The clouds are particularly grey today...still I suppose it is July..." mused Isvar, "can't help but laugh at the Elders who will claim anything if it suits them - such as the tall tales of days gone by when the skies were clear blue, and Solas shone brightly at least 8 hours each day! Blu! Huh. Still they also said don't go near this wood. Ogri's Wood. 'Dangerous', they says, 'evil, nasty place', and they even tried to claim there are poisonous snakes in here. Well, I'm sure there's no such snakes in this latitude, and as for their other warning, well they only serve to support my idea that they are trying to hide something! Perhaps a treasure? Well certainly something worth finding, and I'm going in to look for it.

"It's certainly dark in here... and so silent... not a ...what was that? A crack of a branch? A bat? An owl? Don't get jumpy now Isvar, your older than that.. so just... what?! a noise again, like someone or something breathing quite close by. I think perhaps I'll return later, better go back for now. Er, the path was just behind me here, just... where's the path gone! It's so dark in here, but even so there's no sign of the path at all!! Help!"

"Don't be afraid young master", came a voice so soothing that Isvar thought for a moment that an angel had spoken. "This is Ogri's wood and Ogri's friends quite safe here, yes, and Ogri like young master, not let harm come to him, no, no harm. Long time since Ogri saw young master, why young master not come again sooner, why leave Ogri here so long on own? Hum? Not like Ogri young master? Huh?"

Isvar's mind and body were both equally frozen by what stood before him. Part of him still desperately trying to run away, and another part was totally fascinated by this woman-like creature that stood half bent before him! But how? And those eyes, those eyes, so soothing, so welcoming so...

Isvar sank into a blissful loss of consciousness, and as he did so he felt Ogri lifting him up and starting to carry him away...

Isvar woke up what seemed to him to be an eternity later. He was sprawled out on the floor of a cave and the faint glimmer of a typical Fairlight day was easing in through the entrance. There too stood a figure, that of an old man in a hooded cloak. Before Isvar could piece his thoughts together, the old man spoke in a deep, resonant voice.

"Arise Isvar, we have much to do, and if you do not move fast, I fear that Ogri will be returning to feast upon you as her breakfast!"

Hardly knowing what to think, Isvar's body almost automatically rose, and he found himself following this old man out of the cave and into the glade outside. Still dazed. Isvar managed to stutter, "Who are yyyou? Where am I? Where did you come from?" and another part of him saying, "moreover how do you know my name??".

"Isvar, you have strayed. You have ignored the warnings of your Elders and entered Ogri's Wood. But I can lead you to safety. Come this way. Just down this slope and then we're almost out of Ogri's way. You'll be safe then. Come boy! Don't dawdle."

Isvar followed, quite mesmerised by the old man's voice. Down the slope and along a path which suddenly turned sharply and ran alongside a wall.

"This must be an outer wall of the Castle Avars", thought Isvar, "I hadn't realised I was so close to it."

"This way boy! Hurry, we must move fast if we are to get well away from Ogri - she's far more dangerous than you might think. In here, quick boy, in here."

The old man had found an opening in the wall that Isvar could have sworn was not there a moment before. Entering, Isvar had the shock of his life.

"But, but this is the Castle Avars! We're on the Inside! But no one has ever got inside - at least the Elders tell us that no one has ever been in here since the last King Avar died over 3,000 years ago."

Even as he spoke, Isvar was aware that the wall behind him was quite seamless, there was not the slightest sign of a doorway of any kind. He was trapped inside! Isvar turned to face the old man and found that he was about to speak, wearing an almost pathetic apologetic face.

"Isvar, I must admit that I have lured you inside this castle. You are wrong to say that none have ever been in here since the King Avars. I myself live here and have done so for many many years. Lived did I say? Huh! I should say entrapped! For I am a prisoner and what you see before you is merely a projection of myself that I have created by force of my will. I am a prisoner Isvar, in that tower over there. Yes, I was once the court sorcerer to the King Avars, yes, I am that old! But the King's slayer entrapped me here all that time ago.

"I have waited Isvar, oh how I have waited! only one has come before you, and he too too I gave the same quest that I give to you this day. But he failed me Isvar. You must not! Do not fail me Isvar.

"Isvar! I must be freed! The only way I can be free is if you can find somewhere here a book - 'The Book of Light'. This book is magic, nay it is more than that for only with it can there be any hope of magic returning to our fair land. You must find it! Bring it to me and my invisible bonds will be broken, and I can assure you Isvar that upon that moment I will be able to give you the means to leave this castle. But only then!

"Beware, though, Isvar, for those who entrapped me here did not leave me unattended. You will see guards, trolls and many other creations which they have around this castle to ward off anyone who may succeed in gaining entrance! He who came before you was almost successful - he may have even found the book... I don't know But this I do know, that the guards got him and entrapped him too in the dungeons of this place.

"Go! Quickly Isvar. Hurry, the future, the future of Fairlight depends upon you! And remember this, the book could only be approached by the King Avars! More than that I cannot help you in locating it. But hurry, there is no time to lose!

And with that last phrase, the vision of the old man seemed to fade and barely a moment he had disappeared altogether.

"Wait! I said wait!", cried Isvar "You must know more about where I can find the book! You must know more about how I can find my way around this castle! Surely you can tell me more!"

But no answer came.








Appendix: A- 12

Firelord



In this action-adventure game, control Sir Galaheart on a journey across the cursed kingdom to recover four charms of eternal youth. Find weapons, collect objects and trade with knights. Buy information or steal it from the Wise Old Man. Eat to keep your strength up.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
M		Fire
		Start
		Select Joystick

Starting a Game

To start a game using the controller, press the Start button to enter the main menu, then press the Select joystick button to select Kempston joystick on the start screen. Once Kempston has been selected, press the Start button again to begin the game.

To start a game using the keyboard, press any key to enter the main menu, then press 4 to play with the default keyboard controls, or 5 to define your own input keys.

Gameplay

Trading

The residents of Torot found inside their houses can be traded with, using items found throughout the world.

If a screen contains a house, Galaheart can move into the house by walking into its brick archways. The screen will change, displaying the trading window.

When you enter a house, you may trade with the occupant. Place the cursor over an icon and press the Fire key to select it. To cancel a selection, press the Fire key a second time.

Each occupant provides one or more types of service. Select the type you require and between one and four of your objects which you prepared to trade in exchange. If your payment is sufficient the occupant will make an offer by displaying a suitable icon. If you wish to complete the deal, select the icon displayed.



Service	Description
SCALES	Trade an object
PORTCULIS	Pay a toll to pass through the house
SIGNPOST	Find out where you are
SUPPLIES	Buy food, weapons or trading tokens
TIMESCAPE (star)	Cast a spell to a magic place
INFORMATION	Find out how to accomplish your quest.

To trade an item, you have in your inventory, select the Scales in the centre of the bartering screen, then select an item from your inventory on the left-hand side of the screen. The right-hand side of the bartering window will populate with items that the trader is willing to give. Select one, and the trade is complete!

To exit the trading interface, move the cursor over the X on the right of the screen and press the Fire key.

Stealing

To avoid being caught while stealing, time stealing items with when the character in the top-right portrait is looking away.

At some point in Galaheart's journey, he will have to steal from traders to get the items he needs. To steal an object, select the hand icon on the right-hand side of the trading window, then select the scales, and an item from your inventory.

Each of the selected sprites will flash. If the stealing was successful, the item will appear in your inventory. If you were unsuccessful, you will have to stand trial!

The trial screen displays three rows of text saying INNOCENT and GUILTY. An arrow is shown between each sequentially. Pressing the fire button stops the arrow on the text it's currently pointing at.

Stop the arrow on the innocent text for all three rows to escape justice! A life is lost each time the arrow is stopped while pointing at GUILTY.

Teleportation and Toll Stations

To get around the world of Torot quicker, Galaheart can use teleports to travel between Magic Places.

Each Magic place has a two-symbol code which can be discovered when the building has been entered once. To teleport to a Magic Place, select the Timescape (Star) icon at a house which provides the service.

Some residents operate toll stations - displayed as a metal gate in the centre of the trading screen. Select the gate icon and an item to show the available directions from

the gate. Choose a direction, and Galaheart will pass through the toll station. You can also attempt to steal your way through a toll station.

Items

Different items can be found throughout the world of Torot, from bread and wheat to magical crystals which allow the wielding of magic. Move Galaheart over an item to pick it up.

Finding a magic crystal will allow Galaheart to fight back against enemies by using the Fire key, if he has enough magical energy. Magical energy is used up after each cast but can be replenished by finding magical items in the world of Torot.

Item	Description
Wheat	Provides a small amount of life energy
Bread	Provides a moderate amount of life energy
Potato Sack	Provides a large amount of life energy
Magical Grail	Provides a small amount of magical energy
Magical Amulet	Provides a moderate amount of magical energy
Magical Parchment	Provides a large amount of magical energy

The current inventory items that Galaheart currently has (any magical crystals he has picked up) can be seen in the top right of the screen.

Story

The path wove deeper through the forest beckoning Sir Galaheart further into the flickering shadows. A voice spoke out in the dimming gloom.

“My son, you have returned to this land of Torot, to discover its hidden secrets. You must seek out the sacred Firestone and return it to the Dragon’s safekeeping.”

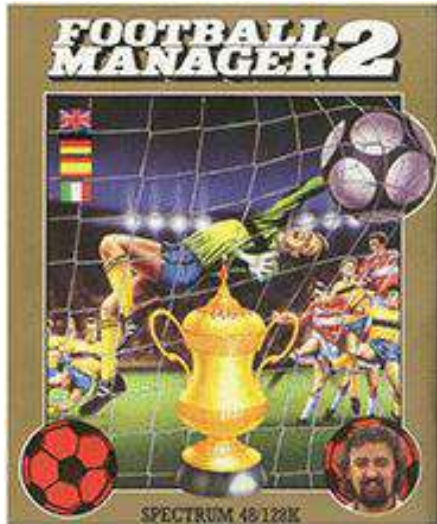
Galaheart trembled with fear as he recalled how the Evil Queen had seized the Firestone and used its power to curse the land with fire and ghostly apparitions who drifted the streets in ghastly imitation of the once happy inhabitants. At one time the people had roamed freely but now they cowered in their homes. Her price for the release of the Stone was for some brave warrior to win for her the four charms of eternal youth. The brave knight sank to his knees overpowered by fear and foreboding.

“Fear not,” said the voice, “for the answer lies within the kingdom. Use the enchanted crystals and fall not.”

Sir Galaheart was alone. A feeling of mystery filled the forest. The very air breathed the secrets of this haunted land.







Appendix: A- 13

Football Manager 2



In this soccer simulation you manage your favourite '80s team and compete to win the national league. Select player formation and substitutions before each game. Use sponsorship and buy players to improve your team. Play practice matches to increase skill.

Controls

Key	Button	Action
Q		Up
S		Down
I		Left
P		Right
ENTER		Select menu item
		Select Joystick

Starting a Game

To begin the game using a controller, press the Select joystick button on the starting screen.

To begin the game using keyboard controls, press 2 on the starting screen.

Gameplay

Each match in football manager consists of two phases - Team Selection, and Match Play. Match Play shows the game over three camera views of the pitch, focusing on the area with a player that has possession of the ball.

Team Selection

Before each game, an interface is shown which allows the selection of a player for each empty position on the pitch.

The currently selected player is shown at the top of the screen in the centred rectangle.

To change the selected player, move the cursor over this box and press the Select menu item button - the box should display the text "**FIRE TO QUIT**". When this text is shown, move left or right to change the screen between the centre of the pitch, your team's side of the pitch and the opponent's side.

To allocate the active player to a position on the pitch, move the cursor over the desired position using the directional keys, and press the Select menu item button when the desired slot is selected.

To finish team selection and begin the game, select a player for each position on the pitch, then press the Select menu item button to end selection. Select a substitute from the remaining reserves using the left and right movement keys, then press the Select menu item button again to begin the game.

During half time, you'll have the opportunity to re-enter team selection and modify players or use your selected substitutes. To exit half-time team selection, move the cursor to the top rectangle and press the Select menu item button when "**FIRE TO QUIT**" is shown.

Player Stats

Each player has a list of attributes, which can be seen in team selection and some of the mid-season prompts shown between games. The player attributes are:

- Player Name
- Player Skill
 - Player skill ranges from 3 to 9, affecting the player's ability during each match.
 - Players that aren't in their designated position will play worse than their skill level. For instance, a defender playing a midfield position would have a skill penalty.
- Position
 - Displays the position on the pitch where this player will work at their displayed skill level.
 - G = Goalkeeper
 - D = Defender
 - M = Midfield
 - A = Attacker/Striker
- Fitness
 - Indicates the player's current fitness level. Fitness level is lowered the more games the player is chosen to play during team selection.
 - Removing a player from the pitch and leaving them in reserves for a game will increase their fitness level over time, back to the maximum of 100.
 - If the player's fitness level reaches 50 or less, they will be unable to be selected during team selection.

Training

Between games, you have the ability to train your team, modifying the way the ball is passed around the pitch when in possession.

Passing height and length can be modified by using training - both can be increased or decreased.

The best passing distances depend on your team composition - experiment with different configurations to find the best for your team.

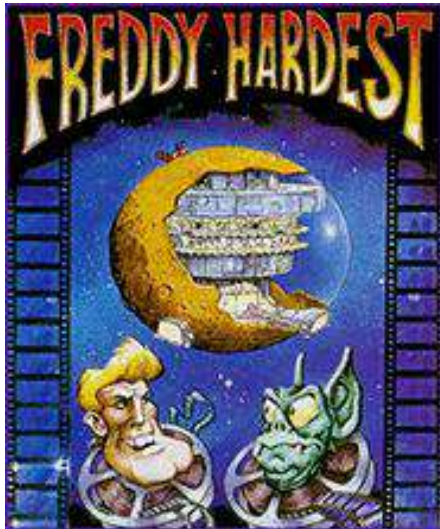
Sponsorships

At the beginning of each game, and the start of each season, you will be offered a series of sponsorships for your team.

The maximum sponsorship is 50,000 per division








Appendix: A- 14

Freddy Hardest



In this fast-paced side-scroller you control Freddy Hardest having crash landed on an alien planet to reach the satellite and escape. Crouch to use the blaster or kick your foe. Time your jumps with care. Hold jump to leap higher. Duck under enemies. Don't run out of lives.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
SPACE		Fire
		Skip
		Select Joystick

Starting a Game

To play the game using a controller, press the Select joystick button on the menu.

Option	Description
1 - Keyboard	Select keyboard input
2 - Kempston	Select controller input
3 - Redefine	Redefine the keyboard input keys

Gameplay

Freddy hardest is split into two chapters.

Chapter One

Guide Freddy along the surface of the moon, avoiding patrolling aliens.

Use the Duck/down key to make Freddy crouch. While Freddy is crouching, press the Fire key to shoot Freddy's blaster.

When Freddy is not ducking, press the Fire key to perform a kick. Press the Fire key and right to punch, press the Fire key and left to parry, blocking incoming attacks. Aliens patrol the surface of the moon - if an alien touches Freddy, he will lose a life and respawn at the last checkpoint.

Freddy can jump over caverns on the surface of the moon - holding jump will allow Freddy to leap higher.

Chapter Two

Explore the alien base and locate computer terminals to capture an enemy ship and escape.

Access the terminals by pressing the Fire key while standing next to them. Each terminal gives the player a section of the captain's code.

Find nuclear cells around the base, delivering them to charging stations to charge the ship.

Interactable Objects

Rope & Cables

Rope and cables can be used to climb between the different floors of the base. Position Freddy next to the rope or cable and jump towards it to begin climbing.

Lifts

Lift tiles are slightly darker than normal floor tiles and can be used to access different areas of the base. To use a lift, stand on the darkened tile, and press the Jump or Duck/down keys to move the lift between available floors.

Nuclear Cell

Nuclear cells can be picked up and placed in a charging station. Look for tiles marked with an N to drop nuclear cells on. Use a nearby terminal to deposit the nuclear cell, increasing the current charging level.

Enemies

Micro Sounders

Robot sentinels, which patrol the base looking for intruders. Can be destroyed using a kick, punch, or blaster shot.

Gabarda Robots

Patrolling robots, found throughout the base alone or in a group. If Freddy touches a Gabarda, he will lose a life.

Inhabitants

Reptile-human hybrids which inhabit the base. Immune to Freddy's lazer, inhabitants must be defeated in hand-to-hand combat.

Lives

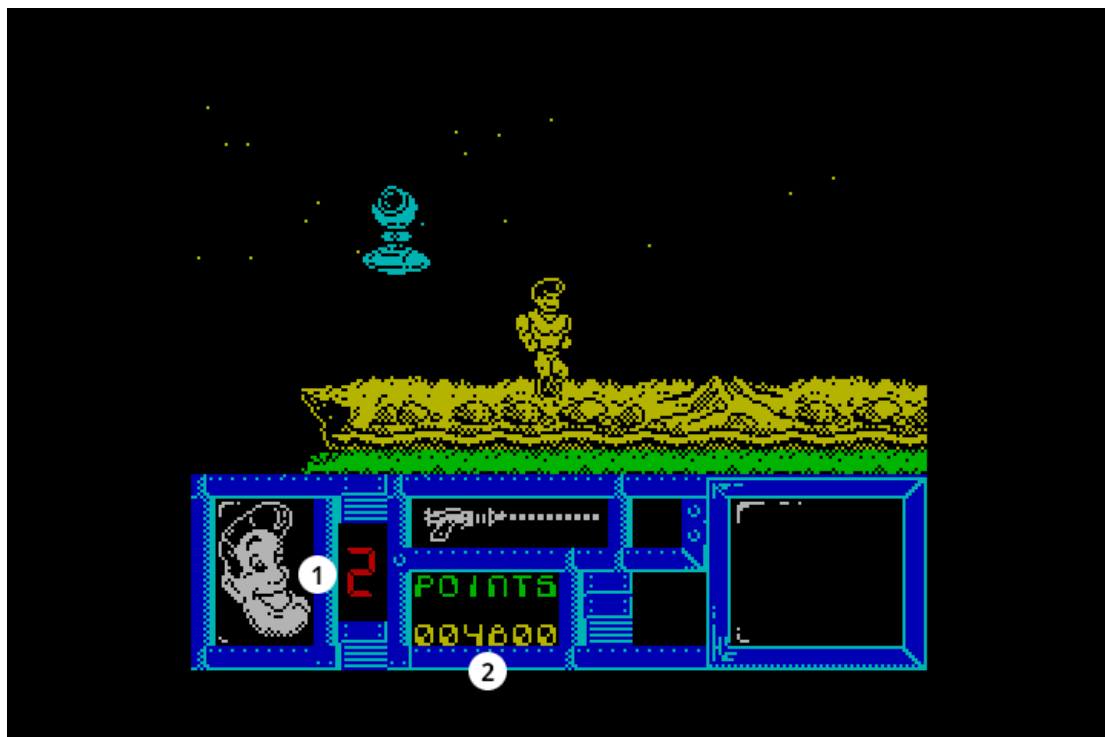
Freddy begins the game with five lives.

In chapter one, a bonus life is given when the player reaches 10,000 points, and every 20,000 points after.

In chapter two, a bonus life is given after 10,000 points.

Interface

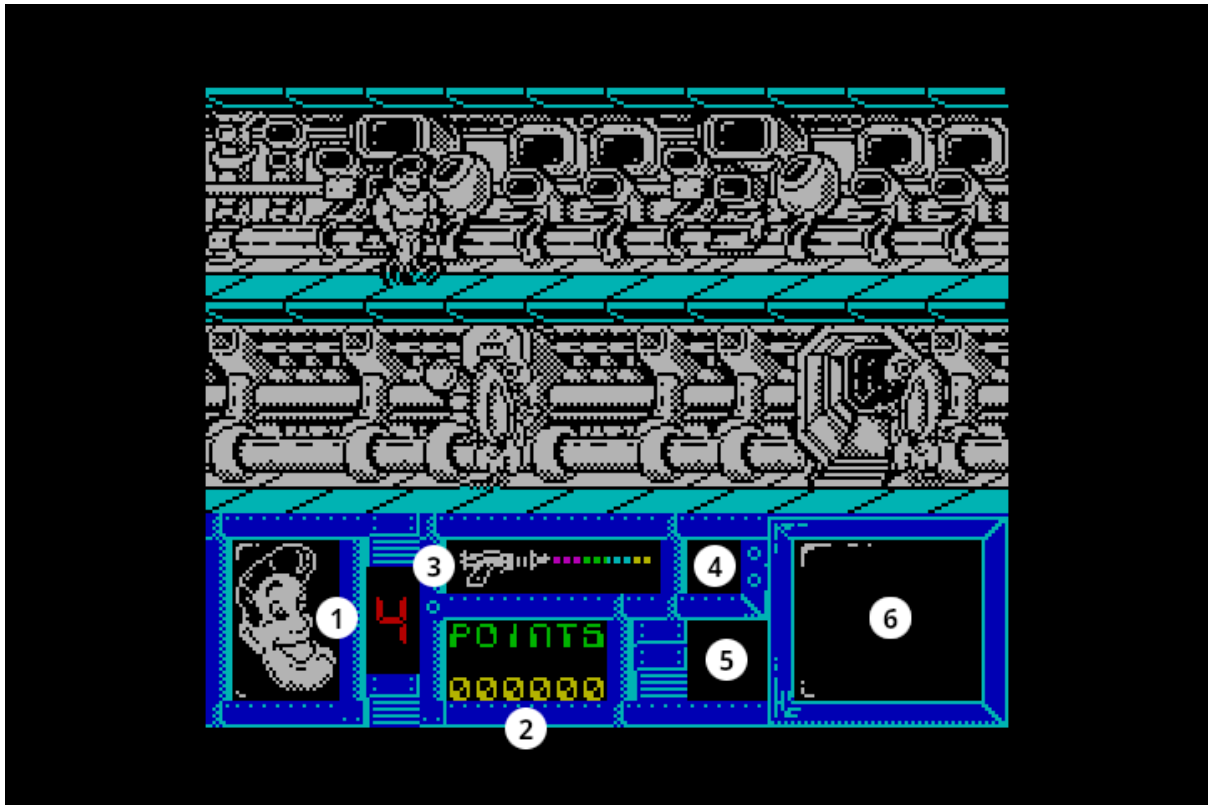
Chapter One



1. Lives

2. Score

Chapter Two



1. Lives
2. Score
3. Blaster charge
 - The blaster charge shows the current ammo available in the blaster. Blaster charge replenishes over time.
4. Cells collected
5. Disks collected
6. Terminal Messages
 - When interacting with a terminal, it will display messages here.

Story

Freddy Hardest, after one of his “Little Parties” sets off on a blast through the Milky Way to play space invaders with a meteorite storm.

Obviously, this amusement couldn’t have a happy ending and our hero collides with a meteorite, crash landing on the moon of the planet TERNAT, site of the alien base of KALDAR.

Bruised but laughing, Freddy scrambles out of the wrecked craft but it slowly dawns on him that his predicament is pretty serious — he needs to survive long enough to source some alternative transport and hi-jack it to make good his escape.








Appendix: A- 15

The Great Escape



In this isometric action-adventure game set in 1942 you control a daring prisoner in his escape from a fortified prison. Follow the camp routine and collect Red Cross parcels. Look for items to aid your escape and hide them in the tunnel under your stove. Don't get caught.

Controls

Key	Button	Action
0		Redefine keys
		Up
		Down
		Left
		Right
		Fire
		Start
		Select Joystick

Starting a Game

NOTE - The Great Escape does not have default controls when using a keyboard to play. To play the game using a keyboard, press the 0 key on the menu screen to begin assigning keys to movement and the fire key.

To begin playing the game using a controller, press the Select joystick button, then press the Start button.

Gameplay

Interaction

To pick up items on the floor, position the prisoner close enough to the item and press the Fire key and the Up key. The current item that the player has are displayed in the bottom left of the screen. The player can carry up to two items at once.

To drop an item, press the Fire key and the Down key.

To use an item or open a door, press the Fire key and press the Left or Right movement keys. Items can be used in various ways throughout the camp - a lockpick can be used to open locked doors for example.

Items can be hidden inside tunnels throughout the prison. Walk into the stove in the prisoner's bedroom to move it and reveal a hidden tunnel.

Interface



1. Morale flag
2. Alarm bell
3. Inventory
4. News bulletin
5. Score

The Morale Flag

The morale flag is a representation of the player's life. The higher the flag is on the pole, the greater the current morale.

Each time the player finds something useful, explores a different part of the camp, or a Red Cross Parcel is delivered, the current morale will increase.

Each time any contraband the player has found is discovered or the player is captured, morale will decrease rapidly.

If the morale flag reaches the lowest point on the mast, the player will lose control of the character as they become just another prisoner, unable to escape. If this happens, the game is over.

Alarms

The alarm bell can sound for two reasons:

- Daily events:
 - The alarm will play a short burst
 - For instance, mealtimes and roll calls. A news bulletin is shown briefly after the alarm sounds.
- Potential escapes:
 - The alarm will continually ring
 - Triggered when a guard detects a prisoner in a restricted area, signals to the guards that an escape is in progress.

News Bulletin

Throughout the day, various prompts are shown on the news bulletin at the bottom of the screen:

- Guards discovering stolen items
- Red Cross Parcel deliveries
- Key daily events (breakfast time, rollcall, etc)

Red Cross Parcels

Red Cross parcels are periodically delivered to the camp, providing a morale boost to the player. Red Cross parcels can be found and opened, containing different helpful items each day that the player can use in their escape - for instance, wire cutters.

Camp Security

The Commandant is a unique guard, who is less predictable. He determines the number of soldiers to place on particular patrols and observation positions. The more the player is caught out of bounds, stealing items, or captured, the more secure the camp will become. It is possible to see the Commandant around the prison in any position - try and determine his whereabouts to avoid encounters!

Guards patrol the map, sit in large observation towers, and stand alert as sentries. Patrolling guards circuit the prison in a predictable path - keep an eye on their patrol paths to plan your escape.

Guards can detect players in their line of sight - it's possible to sneak behind a guard who isn't looking in the direction of the player, if done quickly.

Story

War has broken out and you have been captured and placed in a high security jail. It is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. In the camp you are closely guarded but while you follow the daily routine you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.










Appendix: A- 16

Head over Heels



In this isometric action adventure game you take control of spies Head and Heels, in an adventure to reunite and liberate the Blacktooth empire. Jump higher when controlling Head. Move faster as Heels. Find a bag for Heels and objects to complete puzzles. Search for all the crowns. Over 300 rooms to explore.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
Z		Fire
M		Jump
S		Swap character
ENTER		Carry
		Select menu item

Starting a Game

NOTE To play this game using a controller, select Kempston in the Select Joystick menu.

To navigate Head Over Heels' menus, press any key to move the cursor down, and press enter, or the select menu item on the controller to select an option.

Option	Description
Start game	Start playing the game with the configured settings
Select keys	Redefine the keyboard controls
Adjust sound	Adjust the volume between three levels
Control Sensitivity	Adjust the sensitivity of movement controls between two levels

Gameplay

Head Over Heels puts the player in control of two unique characters, Head and Heels, tasked with finding crowns throughout the Blacktooth empire. You begin the game controlling Head.

Swap between Head and Heels by pressing the Swap character button.



Head

- Can jump much higher than Heels and can guide himself through the air while falling.
- Can use the 'Hooter' when it has been found - a donut launcher which lets Head stun enemies when fired.



Heels

- Can move much faster than Heels
- Can find and equip a bag - allowing Heels to pick up some platforms and drop them in a new position.

Combining

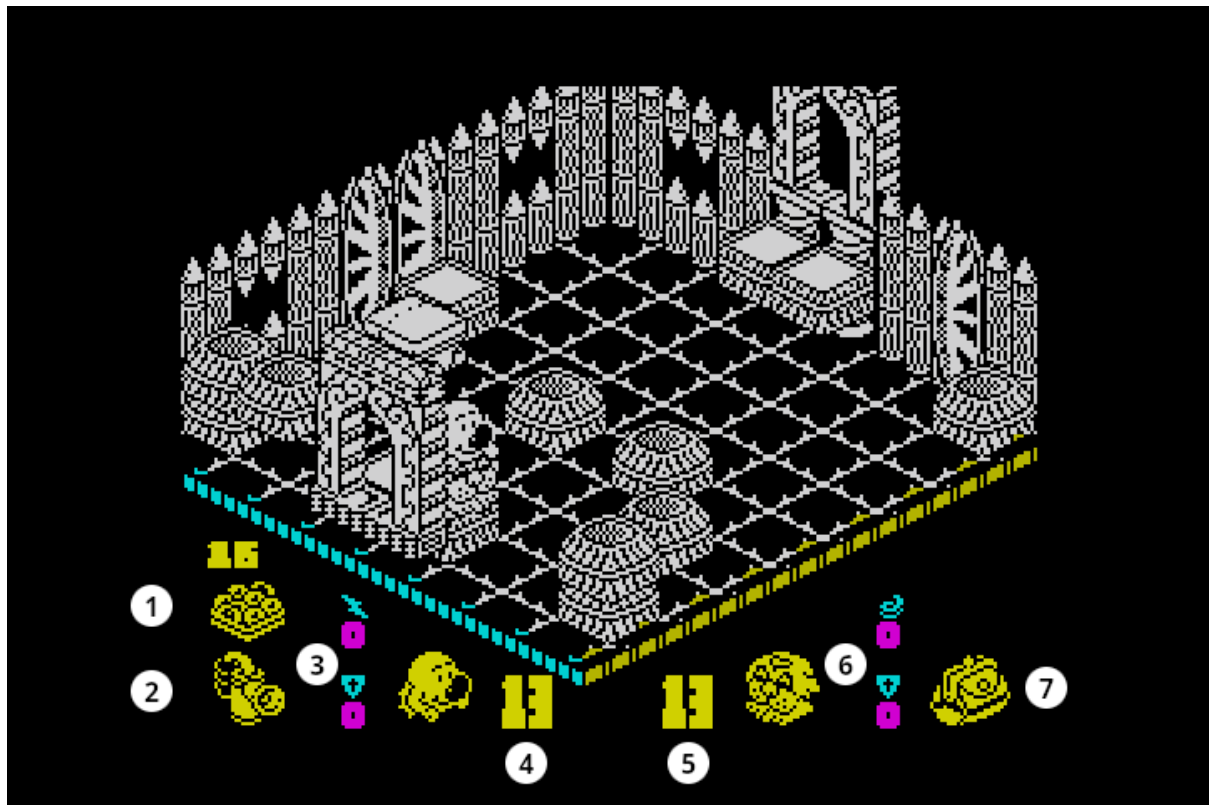
If Head jumps on top of Heels, and they are both facing the same direction, Head and Heels can combine and move as a single character. This combines their abilities, allowing fast movement and greater jumping distance, and use of the bag and Hooter.

To disconnect Head and Heels, swap control to Head and face a different direction to Heels.

Entering some rooms while combined will cause some objects which only Head or Heels can use to disappear - this means the room should be played with the duo disconnected.

When this happens, leave the room and disconnect Head and Heels, then enter and complete the room one at a time to progress.

Interface



1. Number of donuts
2. Hooter - The hooter will change colour when collected by Head.
3. Power-ups (Head)
4. Number of lives (Head)
5. Number of lives (Heels)
6. Power-ups (Heels)
7. Bag indicator - The bag will change colour when collected by Heels.

Items



Hooter

The Hooter can be equipped by Head and is used to shoot donuts at enemies.



Donut Box

Donut boxes can be found throughout Blacktooth and serve as ammo for Head's Hooter launcher.



Bag

The bag can be equipped by Heels and is used to store platforms and drop them at a later time.



Switch

Move over a switch to activate connected objects



Controllers

Walk into a controller to move the connected object or enemy around.



Fish

Collect a fish to give Head or Heels an additional life.



Crown

Find and collect a crown to liberate the area of Blacktooth you are currently in. Find all the crowns to liberate the empire!



Spring platforms

Jump from a spring platform to gain an additional jump boost.



Floating Platform

Floating platforms move in fixed directions between connected levels and can be jumped on by Head or Heels to access new areas.



Teleporter

Teleporters allow the player to move between connected areas of Blacktooth. To use a teleporter, jump on top of it as Head or Heels and jump when it begins spinning.

Power-ups


Power-ups can be found throughout Blacktooth in the form of a small teddy. Each teddy can grant a different power up

- Lightning power-up (Head): Allows fast movement
- Whirlwind power-up (Heels): Increases jump height, allows air control
- Shield power-up: Grants invulnerability

The duration that a power up lasts can be seen in the bottom left and right-hand sides of the screen (see interface)

Platforms

There are various types of platforms in each room of Head over Heels:

											
Moveable	X	X	X	X	X	X	X				
Harmful								X	X	X	X

Platforms that are moveable can be moved by walking into them. They can also be stored in Heels' bag (if it has been equipped) and dropped at a later time by pressing the carry button when controlling Heels.

Harmful platforms will cause Head or Heels to lose a life when touched.

Lives

Head and Heels both start with 8 lives, losing one when touched by a hazard or enemy. Extra lives can be obtained by finding fish while exploring Blacktooth.

Story

Head and Heels have been captured, separated and imprisoned in the castle headquarters of Blacktooth. Their cells contain 'keep fit' equipment, including a wall ladder that Head really must learn to climb. Your job is to get them both out of the castle and into the marketplace so they can join up again.

From there, the journey leads to Moonbase Headquarters, where you will have to decide either to try to escape back to Freedom or to be a true hero and teleport to one of the slave planets to search for its lost crown!

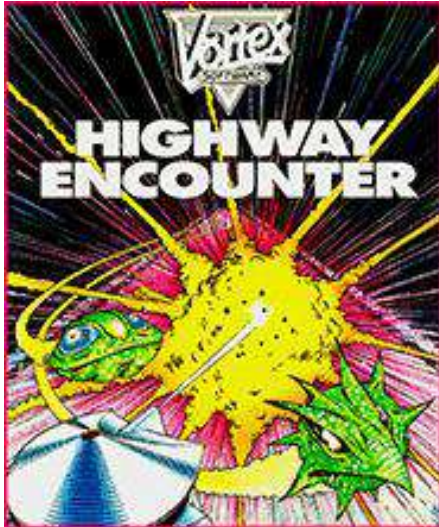
To overthrow the dictatorship on any of the slave planets would be a major blow to Blacktooth and you could return to Freedom in glory. Of course, Blacktooth would probably enslave them again eventually, but it would slow down any expansion plans for now.

The populace of Blacktooth are so heavily oppressed that they would have to see all four of the slave planets revolt before the Blacktooth crown could cause an uprising.

This of course would be the ultimate accolade, and unfortunately, almost certain suicide.








Appendix: A- 17

Highway Encounter



In this isometric puzzle-action game you control five robot Vortons on a mission to destroy the alien base at the end of the highway. Clear a path for your trailing Vortons by trapping aliens with objects. Destroy aliens with your deadly Lasertron. Stay at the front.

Controls

Key	Button	Action
1		Accelerate
Q		Decelerate
O		Left
P		Right
SPACE		Fire
		Interact with object
		Start
H		Hold
A/G		Abort game

Starting a Game

To begin a game using the controller, press the Start button on the menu screen to select Kempston input, then press the Interact with object button.

To begin a game using the keyboard, ensure that keyboard is selected on the menu screen by pressing 1, then pressing 7 to start the game.

Option	Description
Keyboard	Play the game using keyboard controls
Interface 2	Play the game using Interface 2 joysticks. Should not be selected
Kempston	Play the game using a controller
Protek/AGF	Play the game using Protek/AGF joysticks. Should not be selected
Information	Display a full list of the game's controls, and more information on how to play
Demonstration	View a brief demo of the game, showing various zones of the highway. Press any key to exit the demonstration
Start Game	Start the game with the selected input option

Gameplay

Highway Encounter puts the player in control of a team of five Vortons guiding an explosive device. Move the Vortons and the bomb through the highway to reach an enemy base, deploying the bomb and saving the world!

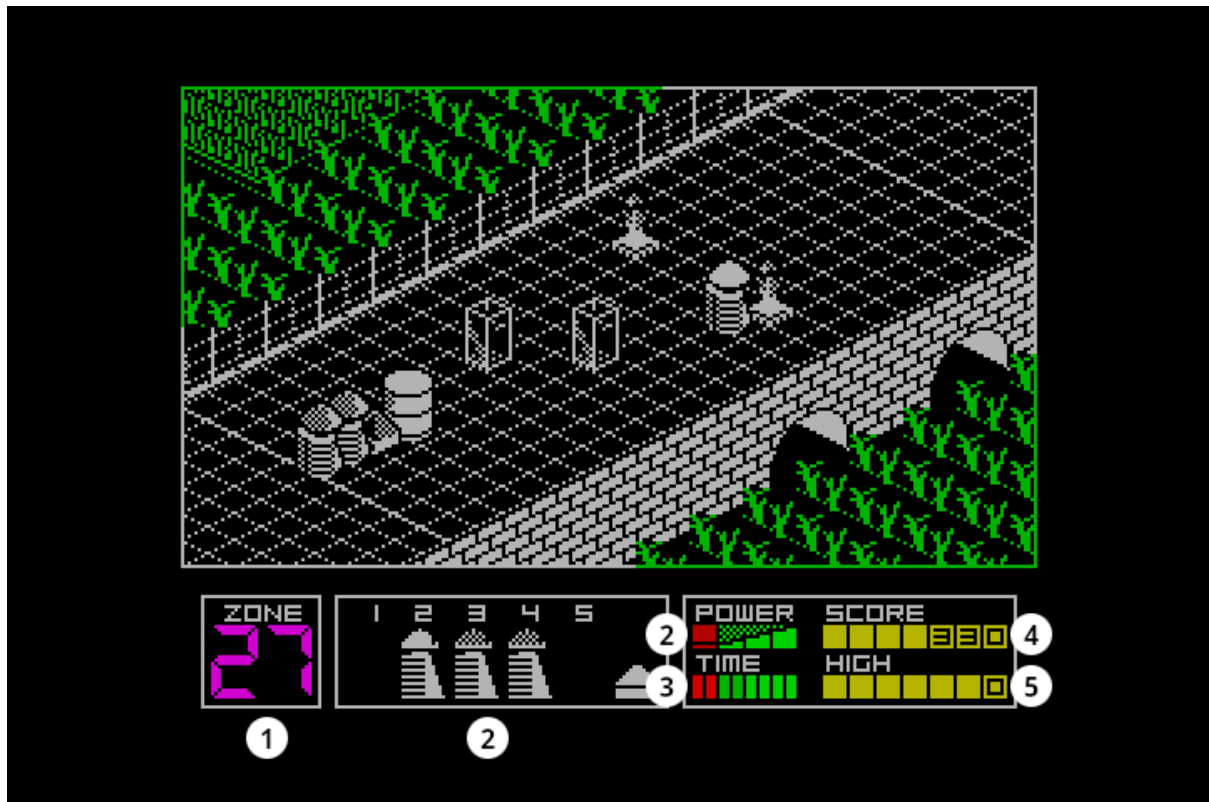
You can control a single Vorton at a time using the movement keys. Rotate clockwise and counterclockwise using the Left and Right movement keys. Increase and decrease the current throttle of the Vorton by moving upwards and downwards - the Vorton will accelerate forwards in the direction it is facing.

If an alien shoots or touches the controlled Vorton, it will be destroyed. When a Vorton is destroyed, the player takes control of the next Vorton from the list at the bottom of the screen. If there are no Vortons left to control, the game will end.

Shoot or push obstacles to move them around the highway. Obstacles can be pushed in front of enemies to block their movement.

The Vorton's laser can be used to destroy some obstacles and aliens, but others require more creative solutions. Try and move the Vorton you're controlling ahead of the rest.

Interface



1. Lives
2. Power
3. Timer
4. Score
5. High score

Story

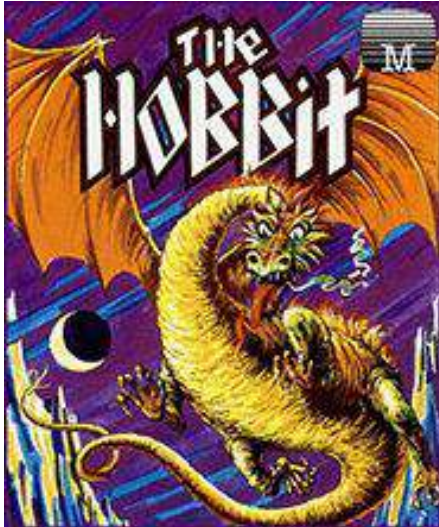
THE ALIENS have invaded earth. There's only one road left to travel, before they reach their final goal - total world domination.

Your mission, to halt their advance. And ultimately destroy their alien stronghold, 'Zone Zero'. Under your control are five Vortons. And the 'Lasertron' - the world's most advanced weapon system, which must be taken to Zone Zero to complete your mission. Fail, and face the deadly consequences as the future of earth rests in your hands.

So prepare yourself for battle... Prepare yourself for the Highway Encounter.

Appendix: A- 18

The Hobbit



In this classic illustrated text-adventure you guide Bilbo Baggins through Tolkien's third-age Middle Earth on a quest to find Smaug's treasure. Interact with your environment using over 50 different actions and prepositions. Eat regularly to maintain strength. Use items and objects to progress.

Starting a Game

NOTE - The Hobbit can only be played using a keyboard.

To begin the game, press Space on the keyboard.

Gameplay

Guide Bilbo on an adventure through Middle Earth to find the evil dragon and bring the treasure back home.

When entering a location for the first time in the game, the computer will give you a full description of where you are in the adventure window. For some areas of the world, this includes a visual representation of the room. The visual representation of an area is normally only shown once to the player. To refresh your memory of the current area you are in, type LOOK command.

After a visual representation of a room has finished drawing to the screen, press any key to scroll the communication window back into view and continue playing.

There will be a list of exits for you to choose from in the communication window at the bottom section of the screen. Type in the correct exit and continue on your journey or type the incorrect one and become very lost.

Common commands

There are over 500 words and 50 different actions that you can enter into the communication window to interact with your environment and the objects and characters you may encounter on your journey.

Each command must, at minimum, be a single verb. **RUN**, **CLIMB** and **WAIT** for instance are all valid commands on their own, providing the current screen has something to climb.

Commands can be issued which relate to items inside the current room (for instance, **PICK UP SWORD**, **LOOK IN BARREL**)

There are some limitations to keep in mind:

- You cannot refer to an object by its position in the world, e.g. **TAKE ROPE ON CHAIR**. Instead, simply saying **TAKE ROPE** would pick up the rope on the current screen and place it in your inventory.
- You cannot use more than one indirect object in a sentence - you could say **PUT THE BOTTLE ON THE CHAIR** or **PUT THE ROPE ON THE TABLE**, but you cannot say **PUT THE ROPE ON THE TABLE AND CHAIR**

You can **LOOK THROUGH** doors and windows in the current room to see what lies ahead.

If someone has left the room you are standing in and you wish to follow them, this can be issued as a command also - **FOLLOW GANDALF** would move to follow Gandalf, if he has just left the screen.

You can use the **SAY** command to communicate with other people on the current screen, for example, **SAY TO GANDALF "READ MAP"**. Depending on the current game state, they may refuse to perform the action.

Some screens may contain a lot of different items that you want to interact with at once. You can use the keywords **ALL**, **EVERYTHING** and **EXCEPT** to quickly perform actions related to more than one item - **OPEN ALL EXCEPT THE GREEN BOTTLE**, **TAKE EVERYTHING**, **OPEN ALL** for instance.

Helpful Commands

The list below contains some commands which may come in handy:

Command	Description
LOOK or L	Re-draws the visual display of the current area if one exists, displays a description of the area and the visible exits.
HELP	Displays useful hints which can help if you're stuck
INVENTORY or I	Produces a list of what the player is currently carrying
@	Typing the @ Symbol (SYMBOL SHIFT + 2) performs the last command you entered again.
SCORE	Prints a message displaying your current completion level of the game.
PAUSE	Pauses the game until any key is pressed

Story

In the HOBBIT program, you take on the role of Bilbo, the hobbit. You will be able to roam freely throughout Middle Earth, explore and discover this wonderful, enchanted land. You will meet all types of creatures, some friendly, others much less so. Your Adventure will be dangerous and exciting - it will be up to you to face the challenges which confront Bilbo.

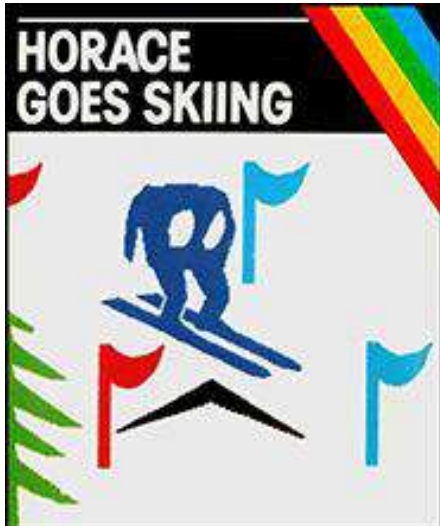
At the point where this Adventure commences Gandalf, who is a wizard, has talked you into entering a new and exciting adventure to help out Thorin, the dwarf.

Your mission is to seek out the evil Dragon and return the treasure he hoards back to your home and place it for safe keeping in the chest. As a secondary mission, you must look out after Thorin and protect him. Should he be killed during the Adventure, it is most unlikely you will be able to survive the dangers ahead of you on your journey!

Best of luck Bilbo: may you return with wonderful tales to tell on a cold evening in front of a log fire.






Appendix: A- 19

Horace Goes Skiing



In this quirky arcade game, help skier Horace find his skis and descend the Hannekon Run ski slope. Avoid traffic and cross the road to rent skis. Slalom through the flags on the slope for bonus points. Watch out for trees. Don't run out of money.

Controls

Key	Button	Action
Q		Up
Z		Down
I		Left
P		Right
		Skip
SPACE		Jump
S		Pause
X		Resume

Starting a Game

Press any key on the keyboard to begin the game from the title screen. To play the game using a controller, press the Skip button on the title screen.

Gameplay

Horace Goes Skiing puts the player in control of Horace on a mission to get his skis and head to the slopes! Carefully cross the road and move over the shed to collect Horace's skis.

After collecting the skis, guide Horace back across the road to enter the slopes. Using the keyboard, ensure that keyboard is selected on the menu screen by pressing 1, then pressing 7 to start the game.

The Ski Slope

Guide Horace through the flags on the ski slope to accumulate points. Be careful not to miss the flags - a warning sound will play for each flag missed, and points will be lost!

Money

When Horace is hit by a car, he is charged an ambulance fee of \$10 and respawns on the last reached side of the road.

Horace begins the game with \$40 to spend.

Every 1000 points, Horace is given \$10 more to spend.

If Horace hits a tree while skiing, there's a small chance that his skis might break. If Horace's skis don't break, he is respawned at the top of the slope for another try. If the skis break, Horace will appear back at the road, tasked with getting another pair of skis.

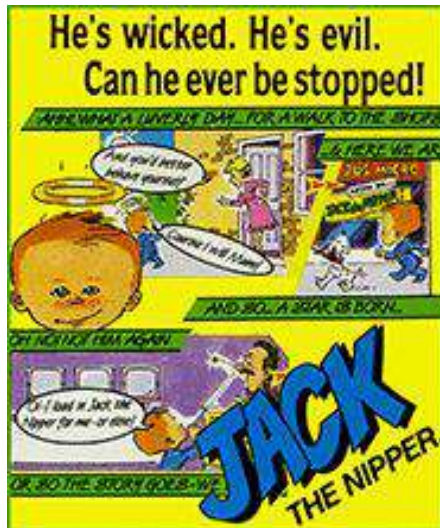
Interface



1. Cash
2. Score
3. High score











Appendix: A- 20

Jack the Nipper



This pesky platformer has you embracing your mischievous self as you guide Jack on an adventure to unleash chaos upon the town. Find the peashooter and pick up items. Choose the right item to cause maximum havoc and fill the Naughtyometer. Don't let the Rash meter fill.

Controls

Key	Button	Action
O		Up
K		Down
Z		Left
X		Right
0		Fire
Enter		Interact with object
0		Start
		Select item 1
		Select item 2
		Select joystick
H		Pause
1		Pickup/drop item

Starting a Game

To start the game using a controller, press the Select joystick button, then the Start button.

Option	Description
Start Game	Start the game with the chosen input method
Keyboard	Select keyboard input
Kempston Joystick	Select controller input
Cursor Joystick	Select cursor joystick input. Should not be selected
Interface II	Select Interface II joystick input. Should not be selected

Gameplay

Jack begins the game in his bedroom. There is a peashooter on a shelf next to his bed which can be reached by jumping across the furniture in the room.

Fill the Naughtyometer by using your peashooter, smashing things by dropping, jumping on objects, and various other actions with the items Jack can find.

To jump to climbable objects, align Jack with the corner of the object in the 3D space, then press the Fire key while moving towards it to jump on top.

Interface



1. Naughtyometer
2. Lives
3. Inventory
4. Rash meter

Lives

Each time Jack comes into contact with an angry adult, a ghost, or a monster, the “nappy rash” meter at the bottom of the screen will increase. When the nappy rash meter is filled, Jack loses a life.

Items

To pick up items, position Jack close enough to the item, then press the Select item 1 or 2 key to place it in the corresponding inventory slot. To drop items, press the Select item 1 or 2 key again, depending on the slot the item is in.

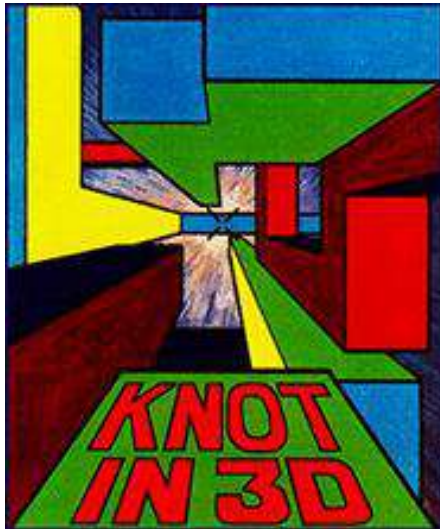
The Peashooter

If Jack has picked up his peashooter, it can be used by pressing the Fire key and the left or right movement keys to shoot.

Shooting characters and some objects with the peashooter increases the Naughtyometer slightly.










Appendix: A- 21

Knot in 3D



In this 3D action game, you control a constantly moving trail tasked with filling an empty space while avoiding the chasers. Change directions to avoid the chasers. Increase density by removing areas of white. Survive for as long as you can. Don't get KNOTed.

Controls

Key	Button	Action
7		Up
6		Down
5		Left
8		Right
F		Speed fast
M		Speed medium
S		Speed slow
		Yes
		No

Starting a Game

To begin playing the game with a controller, press the Yes key on the controller, or Y on the keyboard when a prompt saying, 'Is a joystick connected?' is shown. To play the game using the keyboard, press N at this prompt.

After configuring controls, press the Speed medium, slow or fast keys to begin a game with the specified speed. A higher game speed makes the game more challenging, allowing all players to move faster.

Gameplay

Knot in 3D puts the player in control of a moving trail which leaves impassable spaces behind in a 3D space made of grid tiles.

The player must survive for as long as possible by moving through the space and avoiding filled spaces. The player can move in any direction using the movement keys.

Knot in 3D has a limited 3D grid of space, containing 16 x 16 x 16 cubes. The player can loop from one side of the grid to the other, allowing continual movement in one direction as long as there are no impassable spaces in front of the player.

The amount of 3D space that isn't filled is indicated by the density meter at the bottom of the screen.

As well as the player's trail, there are a series of chasers which are also moving. Avoid hitting any of the trails left behind by the chasers for as long as possible.

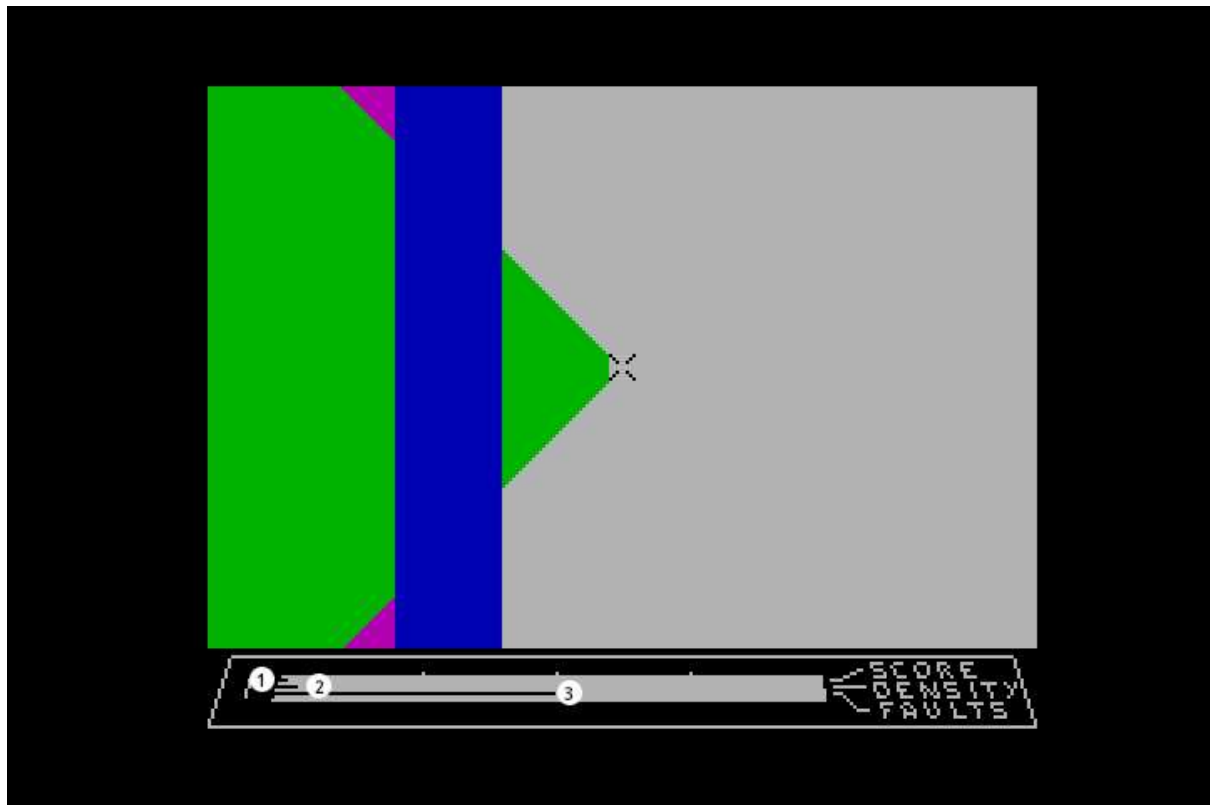
Scoring

The player's score increases when a chaser hits part of the player's trail.

Lives

Player lives are indicated by the fault bar at the bottom of the screen. When hitting an impassable space, the fault line will grow. When the fault line is filled, the game is over.

Interface



1. Player score
2. Current density
3. Faults (Player lives)

Appendix: A- 22

The Lords of Midnight



In this fantasy adventure game, help Morkin recruit an army and free the land of Midnight from the evil mage Doomdark. Recruit up to 28 unique allies by exploring the land of Midnight. Rest when night falls. Find and destroy the Ice Crown. Protect Morkin at all costs.

Starting a Game

Press any key on the introductory screen to begin the game.

Gameplay

The Lords of Midnight utilises nearly all of the keyboard keys when playing the game. With this in mind, we have made a Keyboard overlay available for download, which can be printed and placed over the keyboard of The Spectrum.

The player begins in control of Luxor the Moonprince, Lord of the Free, but has the ability to command other characters loyal to him. Some of these characters are powerful individuals, and some manage entire armies. When a commander is moved, his armies move with him.

When moving characters through Midnight,

To overthrow Doomdark and his armies, you must take control of Doomdark's home citadel, Ushgarak, or destroy the Icecrown in the Tower of Doom to the north-west.

Characters

The player begins with four characters under their control -

- Luxor the Moonprince
- Morkin, son of Luxor
- Corleth the Fey
- Rorthron the Wise

Each of these characters have a corresponding key on the keyboard to swap between them.

Throughout the journey through the lands of Midnight, more characters can be recruited by the player in various ways. To swap to other characters recruited to Luxor's cause, press the Select key on the keyboard to display a full-screen interface, with keys listed for swapping between each character.

Controlling a Character

Cycle between the four character control modes by pressing their corresponding key on the keyboard. When swapping between characters, **Look** mode will be entered by default.

Look

Displays the landscape in the direction the selected character is facing. Also displays text at the top of the screen next to the character portrait, giving details of where the character is standing. While in look mode, the character can rotate to look in any compass direction using keys 1-9.

Move

Move the currently controlled character forwards one tile, in the direction they are facing.

Think

The screen displays a text prompt, giving details regarding the character's current state, armies they control, and the place they are in.

Choose

Depending on the current environment the selected character is in, the choose screen will present different options to the player. The options available in this screen depend on the game's current state and will vary between characters.

Interface

For interfaces which present the player with multiple options (the Think and Choose options), a list of options is displayed depending on the game state, with a corresponding keyboard key next to them.



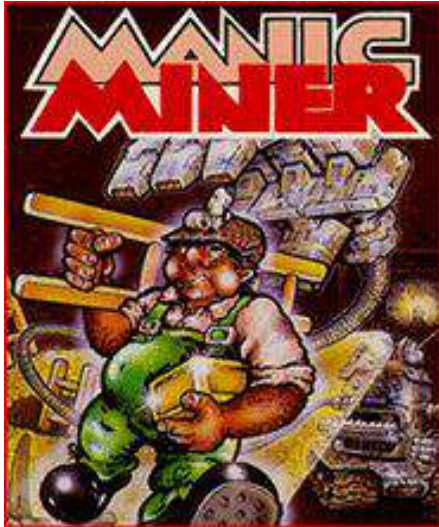
1. Character Symbol
2. Status indicator

Keyboard Controls

Key	Control
1	North
2	Northeast
3	East
4	Southeast
5	South
6	Southwest
7	West
8	Northwest
Q	Move in current direction
E	Look in current direction
R	Think
T	Choose
U	Night
G	Yes
J	No
C	Select Luxor
V	Select Morkin
B	Select Corleth
N	Select Rorthron
M	Select






Appendix: A- 23

Manic Miner



In this quintessential platformer, help Miner Willy recover wealth from a dangerous mine shaft in Surbiton. Carefully reach all the keys in a level before the exit. Avoid the Manic Mining Robots. Explore 20 punishing levels. Don't run out of air.

Controls

Key	Button	Action
CAPS		Jump
O		Left
P		Right
		Jump
Enter		Start
A		Pause
H		Toggle music

Starting a Game

To start a game, press enter on the keyboard or press the Start button on the controller.

Gameplay

Manic miner tasks the player with collecting all of the keys in a level and reaching the exit before Miner Willy's air supply runs out!

Keys can change appearance between levels - look for the flashing items in a level and touch them to pick them up!

Miner Willy can jump between platforms by pressing the jump key. Be careful when jumping! if Miner Willy falls further than 2 platforms, he will lose a life when landing.

Scoring

At the end of each level, the player is given bonus points relative to how much Air is left. The quicker a level is completed; the more bonus points are given.

Lives

The player begins the game with three lives. Extra lives are given every 10,000 points.

Air Meter

The air meter serves as a timer for the current level. The air meter constantly decreases as Miner Willy is moving around the level. If it runs out, a life is lost.

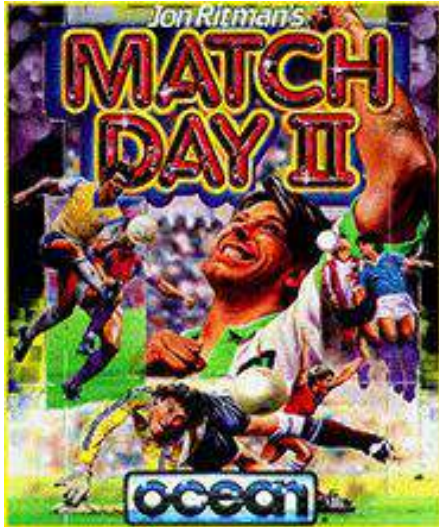
Interface



1. Air meter
2. High score
3. Score
4. Player lives








Appendix: A- 24

Match Day II



This realistic soccer simulator features a full-size scrolling pitch, highly accurate ball deflection, and a league cup competition. Jump, head, volley and kick to move the ball. Control kick power using the kickometer. Compete solo, against a friend, or team up against the computer.

Controls

Key	Button	Action
9		Up
8		Down
6		Left
7		Right
0		Kick
0		Select
		Start

Starting a Game

Joystick Menu

This menu only appears when you first load the game. To change input options after this menu, reload the game from the carousel.

NOTE To play this game using a controller, select Kempston in the Select Joystick menu.

To start the game using a controller for Player 1,

Option	Description
1 PLAYER MATCHDAY	Start a single-player match using the configured options against the computer.
2 PLAYER MATCHDAY	Play a two-player match against each other.
TWIN PLAYER MATCHDAY	Play a two-player match with both players controlling the same team.
MATCHDAY CUP	Play with up to seven players in a cup competition consisting of three rounds.
MATCHDAY LEAGUE	Play with up to seven players in a league championship.
KEYS AND OPTIONS	Open the options menu, used to configure the input keys and match settings.

Player 1 & 2 Keys Menu

This menu allows the input controls of each player to be adjusted. If Kempston was selected when starting the game and a controller is being used, **Player 1's controls should not be changed.**

Gameplay

Move players around the pitch using the keyboard or joystick. Kick the ball by moving in the desired kick direction and pressing the kick button. A player can 'backheel' the ball when in possession of it by moving backwards and pressing the kick button at the same time, causing the ball to be kicked behind the player.

During kick-off, goal kick, or throwing, the player taking a kick or throw will automatically move towards the ball.

Each player automatically controls the players in the best position to get to the ball. An indicator is shown above the currently controlled players in the form of a mini kickometer - there are two kickometers over Player 2's controlled player.

When a ball is kicked, the opposing team is given control of the closest player to the predicted landing position of the ball.

If a ball hits a player below the knees, they will gain possession. A player with possession of the ball has their movement speed reduced. When moving the player, they will automatically dribble the ball with them. The opposing team can regain possession by moving into the ball so that it touches their player's feet.

To gain possession of a bouncing ball, keep an eye on its shadow and time its landing so it hits the player's feet.

If the ball is in the air and near to the controlled player, press the kick button to jump into the air. If the ball is hit, it will deflect off the player, changing its path.

The Keeper

The keeper will automatically move to an optimal position to save a goal on an incoming shot. If player control of the keeper has been chosen in the Matchday Options Menu, the player will be given control of the keeper and must move the keeper to block the shot. Pressing the fire key and moving in a direction will cause the keeper to dive.

Kickometer

The kickometer lets the player control the force behind each kick the player makes. The kickometer constantly moves at the top of the screen from left to right while the ball is in play - when the ball is kicked, the power is determined by the current position of the kickometer. The further to the right the kickometer is, the more powerful the kick.

The kickometer's behaviour and range of movement can be adjusted in the Matchday Options Menu:

Option	Description
All kicks	All forward kicks, and backheel kicks will use the kickometer's current value for their force
Fwd Kicks	All forward kicks will use the kickometer's current value for their force (default)
Hard Kicks	The meter is locked between power II and III
Kick II	The meter is fixed at power II (Moderately powered kicks)
Kick III	The meter is fixed at power III (Powerful kicks)

Interface and Options

Interface



1. Kickometer
2. Game timer
3. Home/away score

Pre-kick-off menu

After each half of a match (excluding cup and league matches) a menu is shown:

Option	Description
SCORE TEAM ONE	Select to increase the score of team one
SCORE TEAM TWO	Select to increase the score of team two

Keys and Options Menu

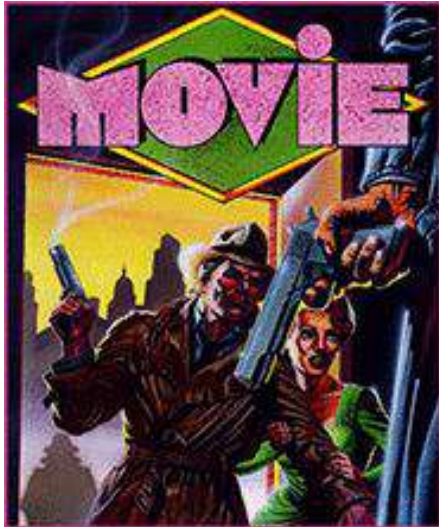
Option	Description
QUIT MENU	Exit the options menu
MATCHDAY OPTIONS	Access the Matchday Options Menu
PLAYER 1 KEYS	Redefine the input keys for Player 1.
PLAYER 2 KEYS	Redefine the input keys for Player 2.
TEAM NAMES	Adjust the names of each team.
TACTICS SELECTION	Open the tactics menu. Teams can be set between two tactics: Attacking and defending - each tactic adjusts how your players position themselves on the pitch.
COLOUR SCHEME	Select the colours of each team and the pitch.

Matchday Options Menu

Option	Description
QUIT MENU	Return to the keys and options menu
SOUND LEVEL	Adjusts the sound level of the game between HIGH, LOW and OFF.
TIME EACH HALF	Adjusts the time of each half between 5, 10 and 15 minutes.
KICKOMETER	Adjusts the maximum range of the kickometer.
COMPUTER MATCHES	Adjusts if games which don't have a player-controlled team in cup and league matches should be automated.
COMPUTER SKILL	Adjusts the difficulty of computer-controlled teams.
KEEPER 1	Select if the keeper for Player 1 is controlled by the player, or automated by the computer.
KEEPER 2	Select if the keeper for Player 2 is controlled by the player, or automated by the computer.









Appendix: A- 25

Movie



In this 3D action adventure game, you control a private detective tasked with retrieving a tape recording from mobster Bugs Malloy. Throw or pick up items. Use the action bar to talk, attack and use items. Push items to move them. Tanya will give you clues, but watch out for her evil sister.

Controls

Key	Button	Action
Q		Up
A		Down
CAPS		Turn left
Z		Turn right
O		Open menu
		Select menu item
		Control options
		Start

Starting a Game

To play this game using a controller, select Kempston in the options menu.

Option	Description
Start Game	Press any key other than O, or the Start button on the controller to start the game
Options	Press the O Key, or the Controls options button on the controller to open the options menu

Options Menu

To cycle through the three options in the options menu, press or any key other than C on the keyboard, or the Control options button on the controller.

To change the currently selected option, press C on the keyboard, or the Select menu item button on the controller. This will cycle through the options for the selected item.

To exit the options menu, press any key other than C on the keyboard three times, or press the Control options button on the controller three times.

KEMPSTON/SINCLAIR/CURSOR/KEYBOARD

Change this option to adjust the chosen device for input. This should be keyboard if you are using The Spectrum's keyboard, or kempston if you are using a connected controller or joystick. Do not select Sinclair or cursor when using a controller or joystick.

DIRECT/ROTAT.

Changing this option adjusts how the player character responds to movement from the keyboard or controller. In rotation mode, the character will rotate clockwise or anticlockwise when moving left or right. In directional mode, the same input will move the player character to the left or right immediately.

IQ ON/OFF

Enabling IQ mode allows the player character to move around some immovable objects automatically when player input is causing the character to walk into them.

Gameplay

Different objects and enemies in Movie can be interacted with through different gameplay modes, which are controlled through the menu at the bottom of the screen. By default, the game is in movement mode - to change this, press the Open menu key or button on the controller, and move left or right to cycle through the options in the menu. Press Select menu to choose an option.



1. Cycle inventory item
 - Cycle between the three inventory slots. 11 moves from left-right horizontally to indicate the selected inventory slot
2. Drop item
 - Drops the currently selected inventory item
3. Pick up item
 - Pick up an item in front of the player
4. Use gun
 - Fire the character's weapon in the direction he is facing
5. Walk mode
 - Exit the menu and resume control of the player character
6. Speech mode
 - Enter speech mode
 - Use the keyboard to communicate with characters nearby
 - Characters can respond to different phrases (asking someone to move, asking for a passphrase) with another speech bubble or action.
7. Punch/hit
 - Punch in the direction the character is facing
8. Throw item
 - Throw the currently selected item forwards
9. Halt/Pause game
 - Pause or un-pause the game
10. Abort game
 - Press once to pause the game, then press abort again to restart the game at the menu screen
 - Press halt when the screen is red to un-pause the game

Story

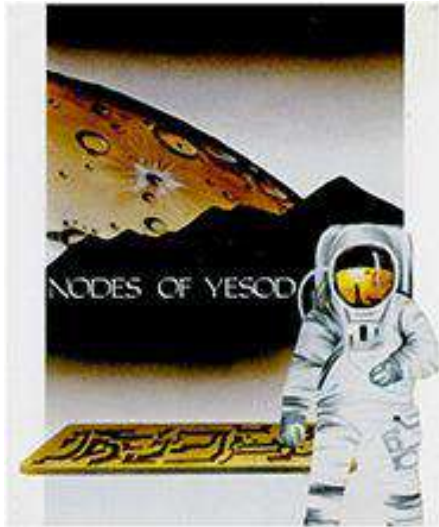
The Action is set in New York in the thirties. Private Detective Jack Marlow has a dangerous assignment ahead... To penetrate the headquarters of mobster Bugs Malloy, locate a valuable tape recording and return to his office to play the message. You are Jack Marlow!

The gang-leaders inner sanctum is impossible to find without help and the nearer you approach the more of his henchmen will block your path.

In this hostile world you need a friend, one who will lead you to your goal - she is Tanya, and when you find her your troubles may be over; but beware you may run into her evil sister Vanya, who is working for Bugs... She will take you round in circles until you're bumped off!








Appendix: A- 26

Nodes of Yesod



In this maze platformer you take on the role of an apprentice saviour of the universe, sent to investigate strange signals coming from the moon. Find the lunar mole on the surface to chew through cavern walls. Search caverns for crystals and locate the monolith. Use a gravity stick to tame enemies. Avoid the red astronauts.

Controls

Key	Button	Action
Q		Up
A		Down
N		Left
M		Right
2		Swap mole/human
A		Use gravity stick
		Select joystick

Starting a Game

To begin the game using keyboard controls, press the Select joystick button on the controller.

Gameplay

The Astronaut is tasked with finding eight magical alchiems in order to reach a monolith beneath the moon's surface.

To progress through the caverns, the astronaut must find a moon mole on the surface. Search the mounds on the moon's surface and look for moles peeking above them - jump on a mole to capture it.

To enter the caverns of the moon, drop into one of the holes on the surface.

When inside the caverns, you'll need to use your mole to chew through some of the walls to reach the crystals and monolith. Press the Swap mole/human key to change control between your astronaut and the mole.

The mole can move in any direction, isn't affected by gravity, and can chew through most of the enemies in the cavern. Move the mole over an enemy to destroy it. To swap control back to your astronaut, press the Swap mole/human key again.

Gravity Sticks

Gravity sticks can be used to stun all enemies on the current screen when the player has one. Move down when controlling the astronaut or press the Use gravity stick button.

Red Astronauts

Red astronauts appear when the player has collected an alchiem. If a red astronaut touches the player, it will disappear like a normal enemy and deal some damage but will take an alchiem from the player.

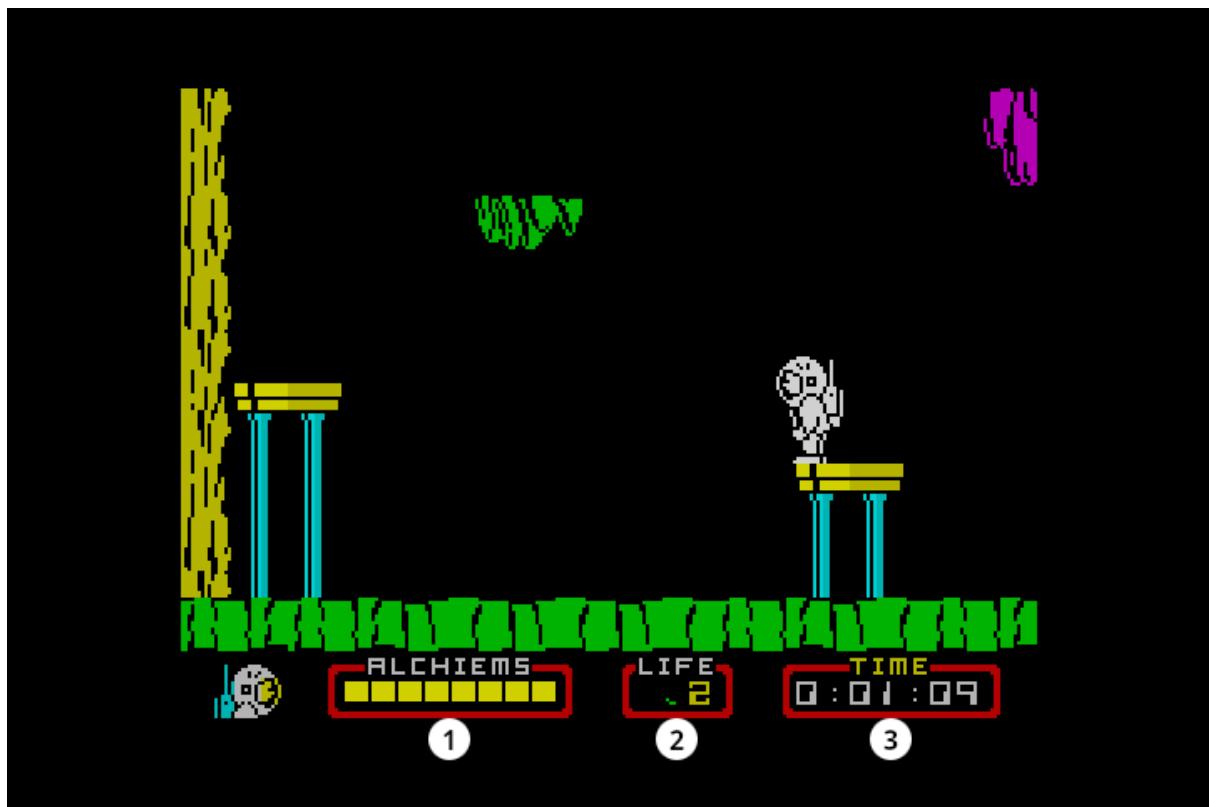
Lives

The player begins the game with three lives.

Touching too many enemies, falling too far, and coming into contact with a red astronaut will cause the player to lose a life.

Find the space helmets scattered around the caverns for additional lives.

Interface



1. Alchiems
2. Player Lives
3. Game timer

Story

Somewhere on the surface of the moon . . .

The Rt Hon Charlemagne 'Charlie' Fotheringham — Grunes well known explorer and adventurer, apprentice saviour of the universe, finds himself in a 'proper pickle' as his nanny used to say!

On leaving the ancestral domicile at Salmons Leap, Middle Thumping, one bright and breezy Sunday morn, after a scrumptious breakfast of lightly grilled kippers dripping with butter, and tangy with the juice of a well squeezed lemon, Charlie noticed a strangely furtive foreign looking cove lurking by the rhododendrons. 'What ho!' cried our hero hazardng a cheery grin in the intruder's general direction. 'Ah Meester Groanz' spoke the mysterious figure 'Ay have been vaiting here for to see you.'

Charlie suddenly came to a halt. The cheery grin was replaced by a concerned frown as he recognised the voice of the secretary to the chairman of the International Commission for Universal Problem Solving (Known by its acronym of ICUPS) 've hav ze prwblem zat needs your most hurgent attention,' the voice was chilling. Smith, for that

was the interloper's supposed name continued 'I vill brief you on ze vay to our merst zeecritt ed quarters.'

Minutes later Charlie, accompanied by the Smith type, was gunning the old Aston-Martin in the direction of the afore mentioned 'ed quarters' buried below the remains of the ancient monument of the 20th century 'Plastic henge,' 'so you see meester Groone it is imperatif zat you find for us ze erbschectt vitch emitts zeeez signals.' Smith was saying, Charlie had already reached this conclusion, his razor sharp wit, honed to its finest edge, had led him to the realization that this was potentially the stickiest situation he had ever been embroiled in. It seemed boffins from the great scientific establishments had intercepted coded signals from the centre of the moon to an unknown destination in the outer reaches of the galactic spiral. Signals which when decoded told of the vulnerability of earths defences, the signals must be terminated and quickly.

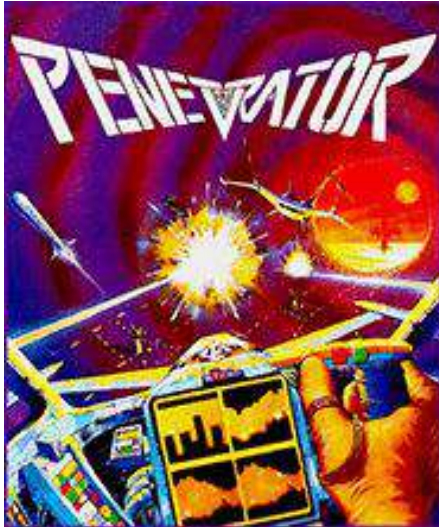
Quicker than he could order lunch at the Dorchester, our valiant hero finds himself alone on the next moon shuttle. Thoughts forming in his mind tell of creatures, mole like in appearance which eat the very material of the moon, 'The capture of one of these creatures must be the first priority' Charlie says aloud, (hoping that by using such an animal he can travel from cavern to cavern under the moon,) but such creatures can be fickle, would they, for example, eat what ever he points them to, or, is some of the moon inedible to them. And what of the other inhabitants of the depths of the satellite, few people had explored the deep caves of the moon, and none had returned from such an expedition ...

'By Jove' exclaimed Charlie as the autopilot made the final approach to lunar landing 'It looks as though one might have company down there!' for there, on the surface of the moon, was a red space ship!

The shuttle lands, the adventure begins.










Appendix: A- 27

Penetrator



In this side-scrolling shooter you control a fighter plane on daring combat missions across increasingly complex caverns. Fire rockets at the surface to destroy radar bases and bomb stores. Avoid hitting terrain and flying enemies. Create your own levels using the landscape editor.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
		Right
P		Fire
SPACE		Fire Rockets
		Skip
		One player
		Two player

tarting a Game

To begin a game using the controller, press the Skip button to progress past the logo sequence quicker. When prompted for the choice of a one or two player game, press the One or Two player buttons on the controller to begin playing.

To begin a game using the keyboard, press **1** or **2** on the keyboard to begin a one or two player game.

To enter the map editor, press the **E** key while on the menu screen.

Gameplay

Use the ships blaster and bombs to destroy enemy structures and rockets before they hit your ship.

Press the Fire gun or rockets buttons when using a controller to fire the ships weaponry.

When playing the game with keyboard input, move forward and press the Fire key to shoot the ships blaster, and press the Fire key on its own to deploy bombs to the surface.

Survive for as long as possible, avoiding contact with enemies, rockets and the floor or ceiling. Over time, the threat level will increase.

The game takes place over five stages - the final stage contains the enemy base's storage of neutron bombs. Carefully time firing a bomb into the small gap in terrain between the neutron bombs to complete the stage.

When a stage has been completed, the ship will restart at a low threat level, starting a new stage.

Interface



1. Current stage
2. Current player
3. Player score
4. Threat level
5. Lives

Threat Level

The current threat level increases as the player progresses further into the enemy base. The only way to decrease the threat level is to reach the neutron bombs and destroy them, completing the stage.

As the threat level increases, the colour of the screen changes, and the number of enemy structures increases. At higher threat levels, enemies appear which move vertically on a set path - shoot these enemies before they make contact with your ship.

Enemy Structures

Missile

Missiles will begin moving upwards when passed over by the player. A missile can be destroyed while moving, or when stationary on the ground. Destroying a rocket gives the player X points.

Radar base

A radar base. Destroying a radar base gives the player X points.

Neutron bomb store

The neutron bomb store is found at the end of stage 5. It must be destroyed by the player using a carefully positioned bomb, or the stage will repeat from a checkpoint. Once the neutron bomb is destroyed, it grants the player X points.

The Map Editor

Penetrator features an extensive level editor accessible from the menu, allowing everything from small changes to the base level, to a complete redesign of each stage.

To view the controls for the editor, press and hold the C key at any time.

To exit the level editor and return to the menu, press Enter and the 0 key at the same time.

Changes made to the level will persist until the game is restarted from the carousel, or a different save is loaded.

A crosshair can be seen on the screen when entering the editor, initially in the center of the screen. Use the movement keys to move the cursor horizontally and vertically.

To move the editor's camera left and right through the game world, move the crosshair to the far left or right of the screen. Alternatively, press keys 1 - 5 on the keyboard to quickly move between the different stages of the level.

By default, the auto-repeating of keys is turned off when moving around the editor, which can make moving the crosshair slow. To enable the auto-repeat of all keys, press Caps Shift. Keys can be auto-repeated on a per-key basis by pressing the key combined with Symbol Shift.

Editor Interface

```

                                LANDSCAPE EDITOR COMMANDS
                                -----
O,P -- MOVE CURSOR LEFT/RIGHT
Q,A -- MOVE CURSOR UP/DOWN
B   -- SET BOTTOM LEVEL
      OF LANDSCAPE
T   -- SET TOP LEVEL
      OF LANDSCAPE
C   -- DISPLAY THIS PAGE

N   -- REMOVE MISSILE OR RADAR
      BASE AT CURSOR POSITION
M   -- PLACE A MISSILE AT THE
      CURSOR POSITION
R   -- PLACE A RADAR BASE AT THE
      CURSOR POSITION

CAPS SHIFT - AUTO REPEAT OF
              ABOVE KEYS
ENTER AND 0 - RETURN TO GAME
```

Landscape Editing

- Set bottom level: The terrain of the floor aligned with the crosshair will be raised or lowered to the current position of the crosshair
- Set top level: The terrain of the ceiling aligned with the crosshair will be raised or lowered to the current position of the crosshair

Structures

Structures placed will be positioned at ground level from the current position of the cursor. To remove a structure in the level, position the crosshair over the structure, and press R on the keyboard.

All of the structures in the game can be placed and removed using the editor, with the exception of the neutron bomb store at the end of the game.

Saving

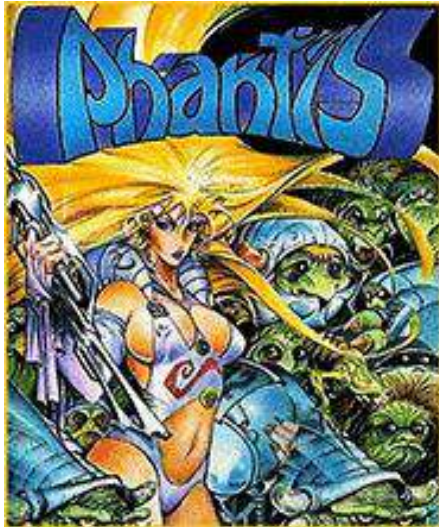
To save a level that has been created, exit the landscape editor to the in-game menu by pressing Enter and the 0 key, then return to the carousel and save the current game in a save slot.

When resuming this save and starting a game with one or two players, the edited level will be used.

The level can be edited again by re-entering the level editor from the game's menu.







Appendix: A- 28

Phantis (Game Over II)



In this two-part side-scroller action game, control an elite commander on a mission to rescue an ally imprisoned in the world of Phantis. Battle enemies across four unique phases. Avoid waves of ships and asteroids. Cross the swamp on an ADREC to reach your goal. Don't run out of lives.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
0		Fire
		Select joystick

Starting a Game

To play the game using a controller, press the Select joystick button.

To start the game with the selected input option, press the prompted start button on the keyboard.

Gameplay

Phantis (Game Over II) consists of two separate chapters, each with different gameplay.

Chapter One

Press the Fire button to attack ships and asteroids in your way. Carefully manoeuvre using the movement keys to avoid contact with any objects. If the ship is hit by another ship or asteroid, a life is lost.

Chapter One is split into four phases:

Phase One

Smaller enemy ships appear on the right-hand side of the screen, attacking the player. Destroy attacking hordes of enemies and survive to Phase 2.

Phase Two

Your ship moves closer to the planet of Phantis, swooping over a volcanic area with more enemy types and environmental dangers. Avoid the balls of magma which shoot from the ground periodically by timing flying under them when they reach their apex.

Phase Three

Phase three takes place inside an underground cavern which leads to a landing area for your ship. The cavern contains a MULTIAPILIER serpent, a larger enemy which winds through the tunnels.

To kill the serpent, shoot its head three times using the ships blaster, then shoot the remaining body sections until it is fully destroyed.

Phase Four

Phase 4 takes place on the planet after a successful landing. The player takes control of an ADREC, a creature which lets you pass through the swamps. Use your photonic blades to attack incoming enemies by pressing the Fire key with the correct timing.

There are two enemy types in phase four - enemies mounted on giant toads, and aerial variants mounted on pterodactyl.

Destroy the aerial units by moving up and pressing the Fire key once they are close enough to perform an attack upwards.

Once the end of phase four has been reached, chapter two will be available to play on the carousel.

Interface



1. Lives
2. Score

Chapter Two

Chapter two takes place on land, with the player in control of the pilot of the ship from chapter one over six unique areas.

Surface Level

Move to the right of the screen to progress. Find the entrance to the alien base, avoiding being hit by the PELOTRONE inhabitants.

A single PELOTRONE will follow the player, bouncing behind them. The Pelotrone can attack enemies for the player.

Alien Base

After entering the alien base, walk over the proton laser to equip it.

Press the Fire key to shoot the proton laser in the direction the character is currently facing. Aliens and other creatures are destroyed when hit by the proton laser.

Search the rest of the alien base to find the proton loader to increase your firepower.

Underground Forest

Find the access medallion in the forest's depths.

Once the medallion has been found, find the blue door to the inner lake.

Inner Lake

Escape from the PLENTOSAURUS in the thermal waters of the inner lake. Avoid the piranhas and reach the heliport to progress.

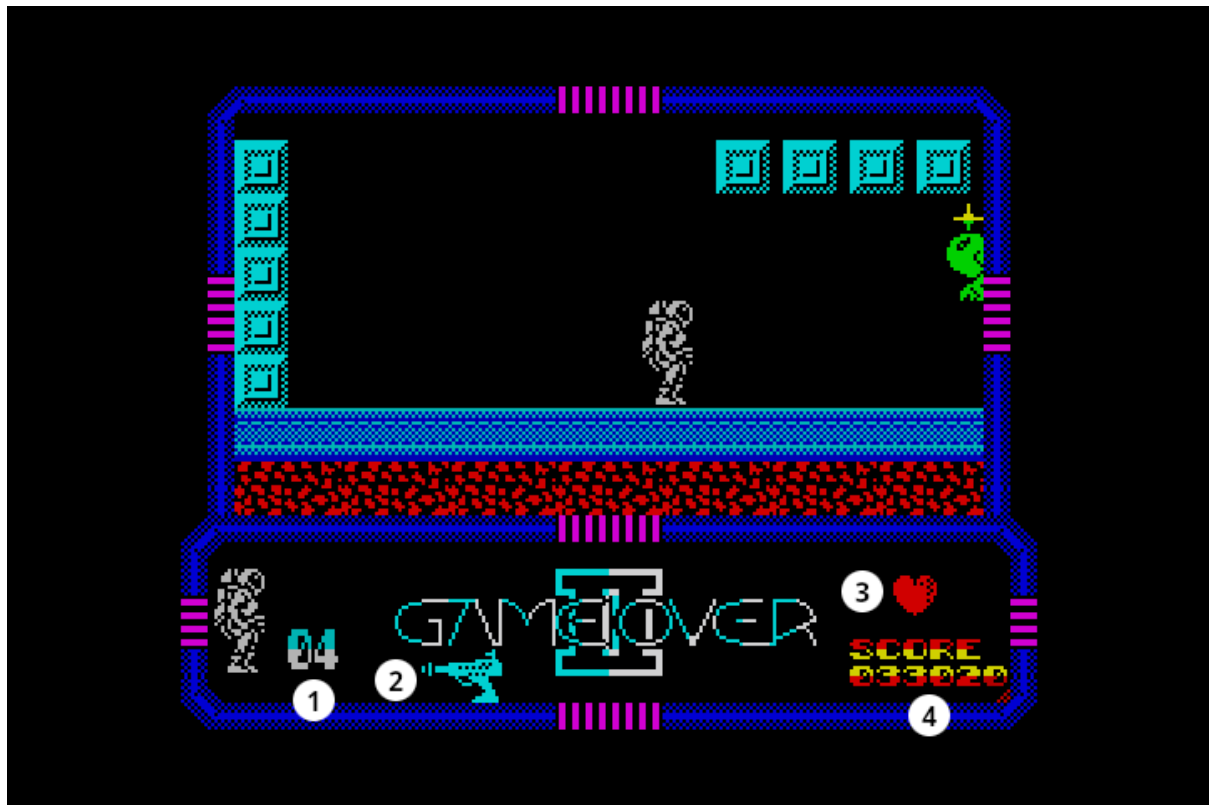
Magma Level

Enter a helicopter to reach the magma-filled entrance to the prison. Use the platforms to cross the lava, avoiding magma rocks bouncing from the pools.

The Prison

Reach the prisoner in the dungeon and defeat the red devils guarding the entrance to finish the game.

Interface



1. Lives
2. Current items
3. Health
4. Score

The current health is displayed as a beating heart, and changes depending on the player's current health.

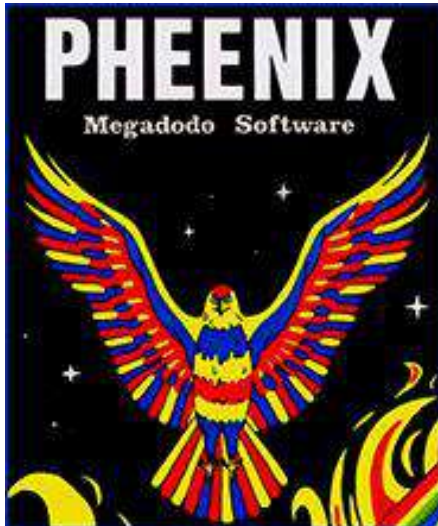
Lives

In Chapter one, the player begins with four lives. Bonus lives are given for every 25,000 points earned.

In Chapter two, the player begins with five lives. An extra life is given for each heart pickup found.










Appendix: A- 29

Phoenix



In this fast arcade shooter, battle waves of attacking Space Phoenix and destroy their mothership to save the Earth from annihilation. Move down to activate your shield. Shoot eggs before they hatch. Destroy the mothership and shoot the alien queen. Five screens of increasing difficulty. Survive for as long as you can.

Controls

Key	Button	Action
CAPS		Left
Z		Right
SPACE		Fire
ENTER		Activate shield
		Up
		Down
		Start
		Difficulty 1
		Difficulty 2
		Select joystick

Starting a Game

To begin configuring the game, press the start button on the controller or the S key on the keyboard.

NOTE To play this game using a controller, select Kempston in the Select Joystick menu.

To play the game using a controller, press the select joystick button on the controller when the 'Select joystick or keys' menu appears. Press B to play using the keyboard.

To select a difficulty, press keys 1-5 on the keyboard. To select difficulty 1 or 2 while using the controller, press the Difficulty 1 or 2 buttons (To choose a higher difficulty, use the keyboard keys)

Gameplay

Pheenix is an arcade shooter which challenges the player to battle through waves of increasingly difficult bird-like alien crafts, in order to reach and destroy a heavily defended mothership.

The player's ship is equipped with a powerful blaster cannon which can be fired by pressing the fire key.

The ship also has a defensive shield which can be activated by pressing Down or Enter on the keyboard, which can be used to make the player immune to damage for three seconds. The shield has a brief cooldown after being used.

Enemies

There are four enemy types in Pheenix:

Small Birds

Small birds are seen in level 1 and 2, appearing as different colours. Small birds can be destroyed with one hit from the player's blaster. Each small bird destroyed gives the player 25 points. Small birds have a random chance to move down the screen, moving towards the player and destroying the ship if hit.

Large Birds

- *Large birds appear from level 3, starting as an egg which doesn't attack the player. The egg continually moves in the same pattern as the small birds, but slowly cracks and hatches a large bird after 3 trips across the screen if they are not destroyed.*
- *When hatched, large birds require significantly more hits to destroy requiring more careful dodging.*
- *Destroying a large bird's egg is worth 100 points. Destroying a large bird after it has hatched grants between 150-250 points.*

Mothership

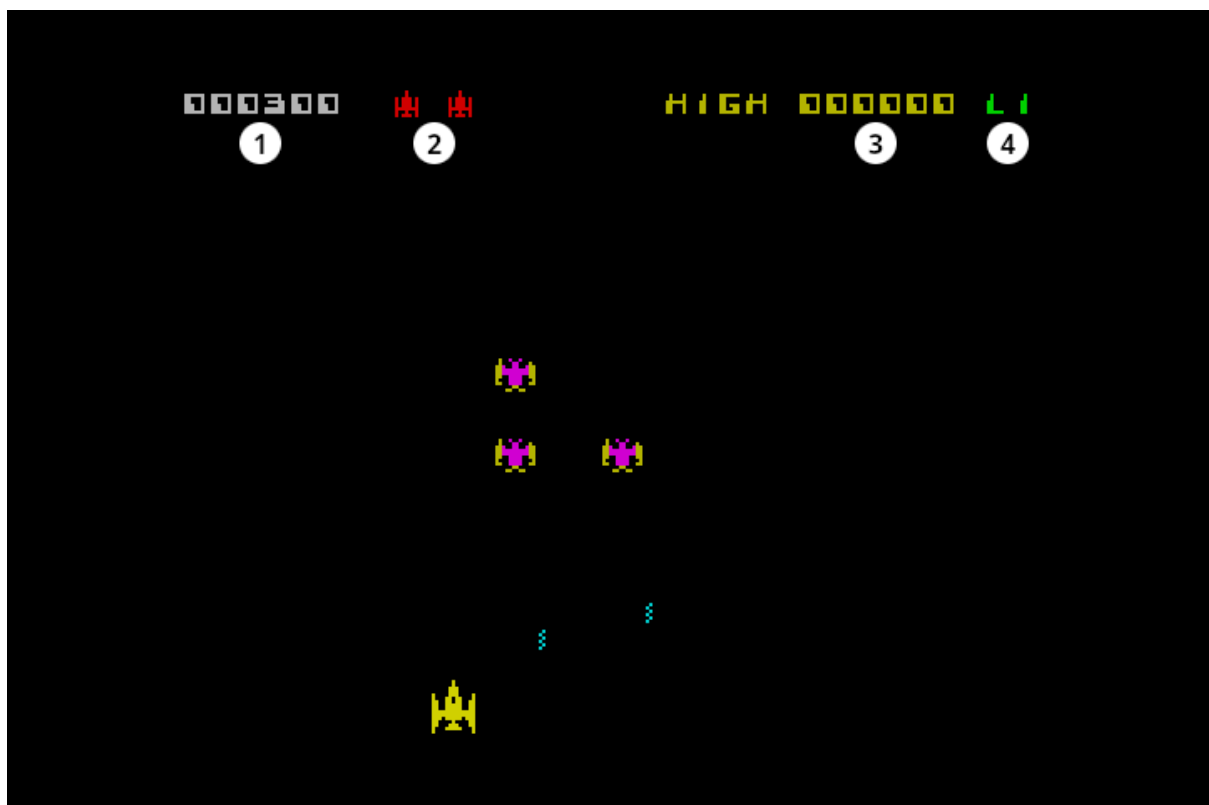
The mothership is a large stationary craft which appears in level 5. The mothership contains a big bird, which must be destroyed to progress. The big bird is protected by a blue barrier, which can be slowly destroyed using the player's blaster.

Level

Phoenix consists of five levels which loop upon completion of the final phase. Each time level 5 is completed, the player is returned to level 1, and the game speed increases slightly.

- Level 1
 - Consists of several small birds with a low rate of fire.
- Level 2
 - Consists of more small birds. The rate of fire for enemies and the player is increased.
- Level 3 and 4
 - Introduces large birds, starting as unhatched eggs.
- Level 5
 - The mother ship appears - a large structure with a big bird inside. Destroy the shields and eliminate the bird to progress!

Interface



1. Player Score
2. Player Lives
3. High Score
4. Current Level

Lives

The player begins the game with 4 lives. A bonus life is given every 10,000 points.

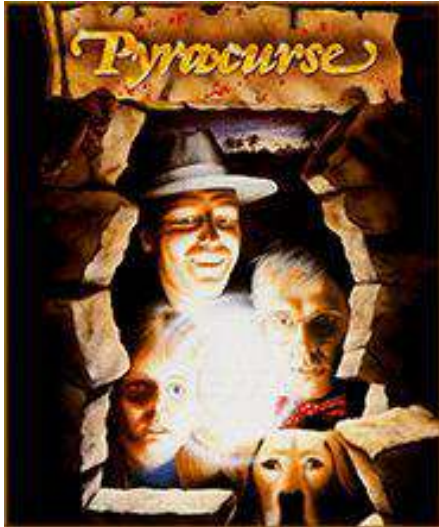
Story

You are the only hope against the attacking Space Phoenix and must travel to the alien mothership and destroy it to save the Earth. Before you get there, there are numerous waves of bad guys to be destroyed and an asteroid belt to be navigated through.

Finally arriving at the mothership, you must blast your way through the defensive shield to kill the alien queen inside! Once done, you progress to the next, more difficult mothership.







Appendix: A- 30

Pyracurse



In this 3D adventure game you control a team of four unique characters on a quest to find a missing archaeologist in an ancient city. Use the menu to swap characters. Walk over items to pick them up. Throw items by moving when using them. Find chalices to revive your allies. Avoid lurking monsters.

Controls

Key	Button	Action
L		Up
M		Down
A		Left
Z		Right
P		Open menu
		Select joystick

Starting a Game

To start a game using the controller, press the Select joystick button on the menu screen.

To start the game using keyboard input, press K on the same screen.

Gameplay

Pyracurse features several different gameplay modes. The message at the top centre of the screen indicates the current gameplay mode.

- **Mobile:** The currently selected character can be moved using the movement keys.
- **Selection:** Use the menu to select a different character to control.
- **Character:** Manage this character's inventory and movement mode.
- **Inventory:** Entered from character mode - select an inventory item to use in cursor mode. Inventory is displayed per-character - to use an item another character has picked up, switch to them first.
- **Cursor:** Use the movement keys to move the interaction cursor. The interaction cursor will be the sprite of the currently selected item from the inventory.

When picking up an item, a beep can be heard, and the item will be shown flashing in the inventory panel at the bottom right of the screen.

There are a number of different items in Pyracurse that are used by puzzles, and necessary to progress -

When in cursor mode, items can be placed on top of the environment to interact with panels, key slots and other objects. Move an item over an object to interact with it.

Items can also be thrown by a character to discard them - select the item when inside inventory mode, then return to mobile mode. Press the Select menu item key while moving in a direction to throw the item forwards. Certain items can be thrown to deal damage to enemies.

The current state of the active character can be seen while in Mobile mode at the bottom centre of the screen. For instance:

ANTECHAMBER
O'DONNELL
SOLO

This indicates that you are in the Antechamber of the tomb (the current level), you're controlling O'Donnell, and his current movement mode is SOLO.

Each character has their own health bar that is shown when controlling them. If a character's health bar reaches zero, they will perish. Characters can be revived by another by finding a Gold Chalice and touching the perished character while in cursor mode.

Movement Mode

Characters that are being controlled can either be in SOLO or LEAD modes. Solo characters will move alone, leaving the rest of the team where they are stood. When swapping control to another character, the previous character will stay in the position where they were last controlled.

In lead mode, party members close enough to the controlled character will follow you.

Characters

Each of the characters in your team have unique strengths:

Daphne Pemberton-Smythe

Good at finding things

Professor Roger Kite

Good at using things, but rather naïve - may need to be rescued from time to time

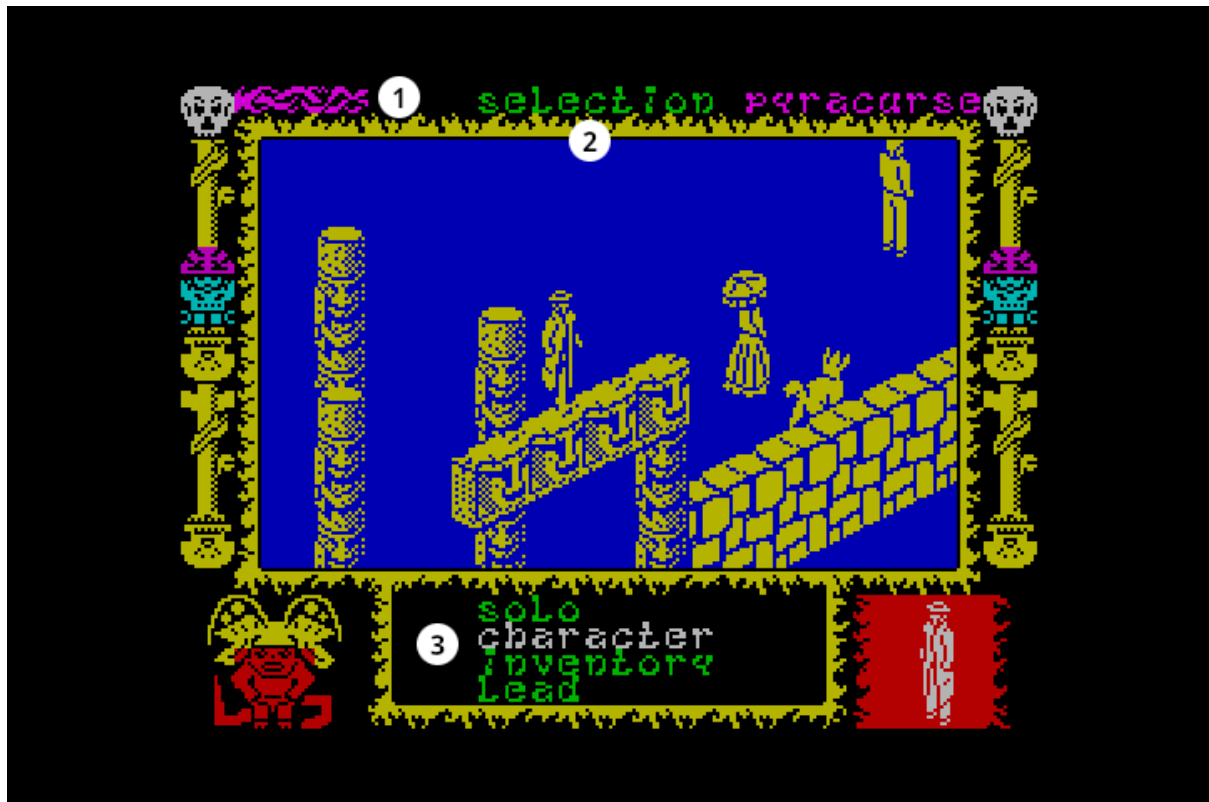
Patrick “Legless” O’Donnell

Strong, but rather clumsy

Frozbie the dog

Good at digging up buried objects

Interface



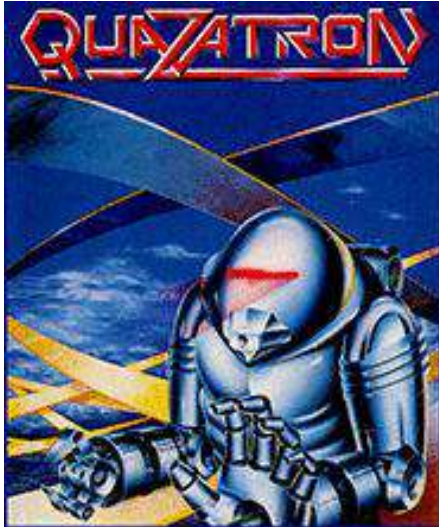
1. Character energy
2. Menu mode
3. Menu prompt

Story

Pyracurse features the adventures of a team of three people and a dog called Frozbie who explore an ancient Sinu city based in the forests of South America in search of the missing archaeologist Sir Pericles Pemberton-Smythe. There are a host of fearful creatures for them to meet and match but with your help they can overcome all...









Appendix: A- 31

Quazatron



In this immersive isometric game, you control a Klepto droid on a mission to deactivate hostile robots on the planet Quartech. Deactivate robots by grappling them and completing a mini game. Salvage parts from deactivated robots to upgrade. Shoot or push robots from a height to destroy them.

Controls

Key	Button	Action
A		Up
Z		Down
M		Left
L		Right
ENTER		Fire
W		Auto fire
		Start
		Select joystick
P		Pause

Starting a Game

To start a game using a controller, press the Select joystick button on the menu screen, then press the Start button.

To play a game with keyboard controls, press Enter.

Gameplay

Move your droid around the map, avoiding falling from

The Klepto Droid can upgrade itself by salvaging parts from other robots by grappling and hacking them.

The Klepto Droid has different attack modes, displayed in the bottom left of the screen. By default, the droid is in mobile mode.

Mobile Mode

*The droid can fire its weapon in the direction it is moving by pressing the Fire key. The damage of the weapon depends on the **currently equipped weapon***

Grapple Mode

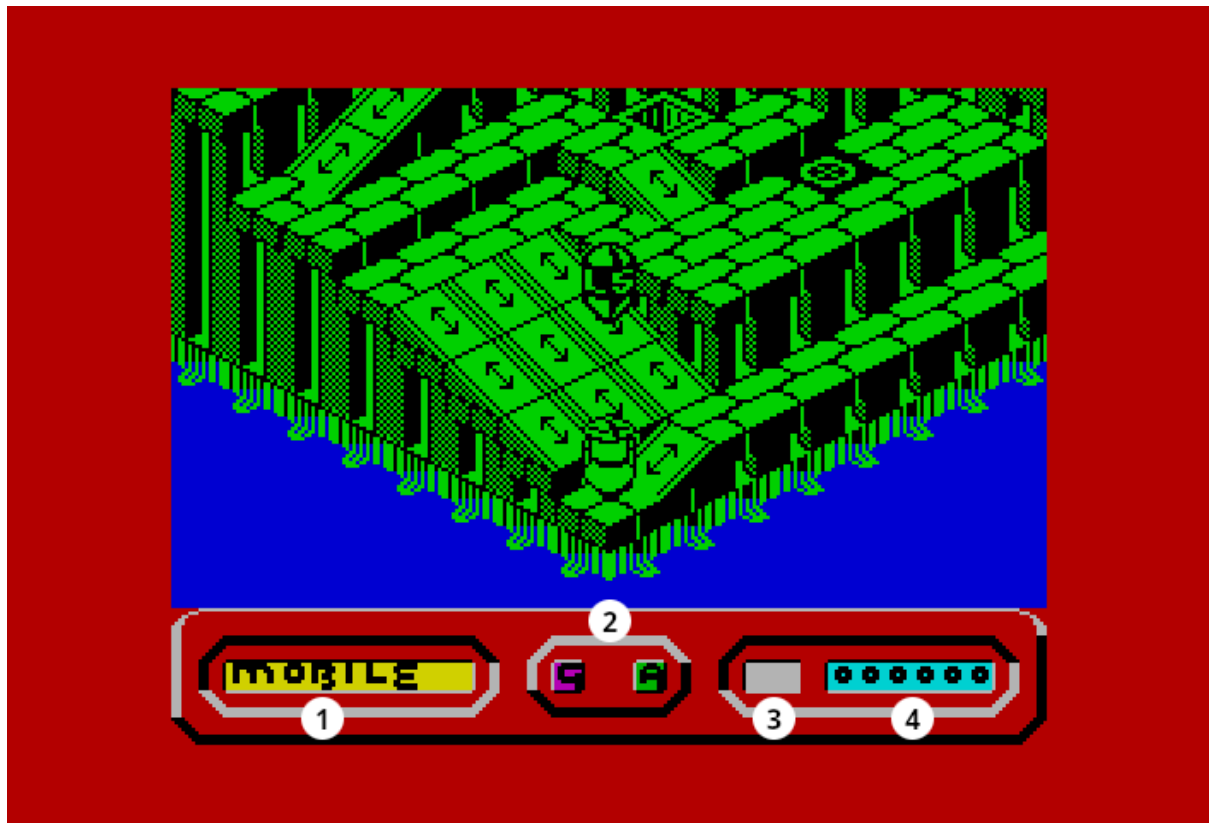
*When an enemy droid is near, the Klepto Droid can grab its opponent and enter a **minigame***

To cycle between the two combat modes, press the Fire key while the droid is stationary.

The Klepto Droid must destroy all of the enemy droids on a given level to complete it. When all enemies have been eliminated, the lights for the current stage will dim, leaving the area in darkness. Find an elevator once the current level is cleared to move to another.

As the Klepto Droid takes damage, its energy level will decrease. When energy is critically low, a prompt is shown in the status screen saying LOW POWER. To restore energy, find an energy restore point and move the Klepto Droid on top of it.

Interface



1. Status screen
2. Current attack mode
3. Alert status
4. Score

The alert status is shown as a light in the lower right panel. When disabling droids in quick succession, the light will turn to red - more points can be scored per elimination at a higher alert level.

Status Screen

The status screen displays the current attack mode, or a power warning when the droid's health is low.

While in the hacking minigame, the status screen displays the time remaining, as well as other relevant messages at the start of the minigame.

Enemies

Each enemy droid has a label indicating its overall power in the form of a letter and number.

X = Menial

U = Utility

R = Repair

B = Battle

L = Logic

S = Security

C = Command

Following the letter is a number between one and nine, which indicates the droid's power. The lower the number, the more powerful the droid is.

More powerful droids will have better weaponry and have additional signal pulses in the grapple minigame.

Robot Parts

Various robot parts can be retrieved through combat with other droids, which can be used to modify the abilities of your Klepto Droid.

If your droid falls from a large height, energy will be lost. If your droid runs out of energy, your current robot parts will break, being replaced with the Klepto Droid's starting weaponry.

- **Drive:** The engine of the droid.
- **Power:** Battery unit of the droid.
- **Weapon:** Installed weaponry on the droid.
- **Chassis:** The exterior armour on the droid.
- **Devices:** Special modules, which can provide boosts to combat strength, mobility, and shields.

Grapple Minigame

The grapple minigame consists of a grid of wires, most connecting to a power unit in the centre of the screen. Each row of wires has a connection on either side of the grid, with some having inverters and dividers.

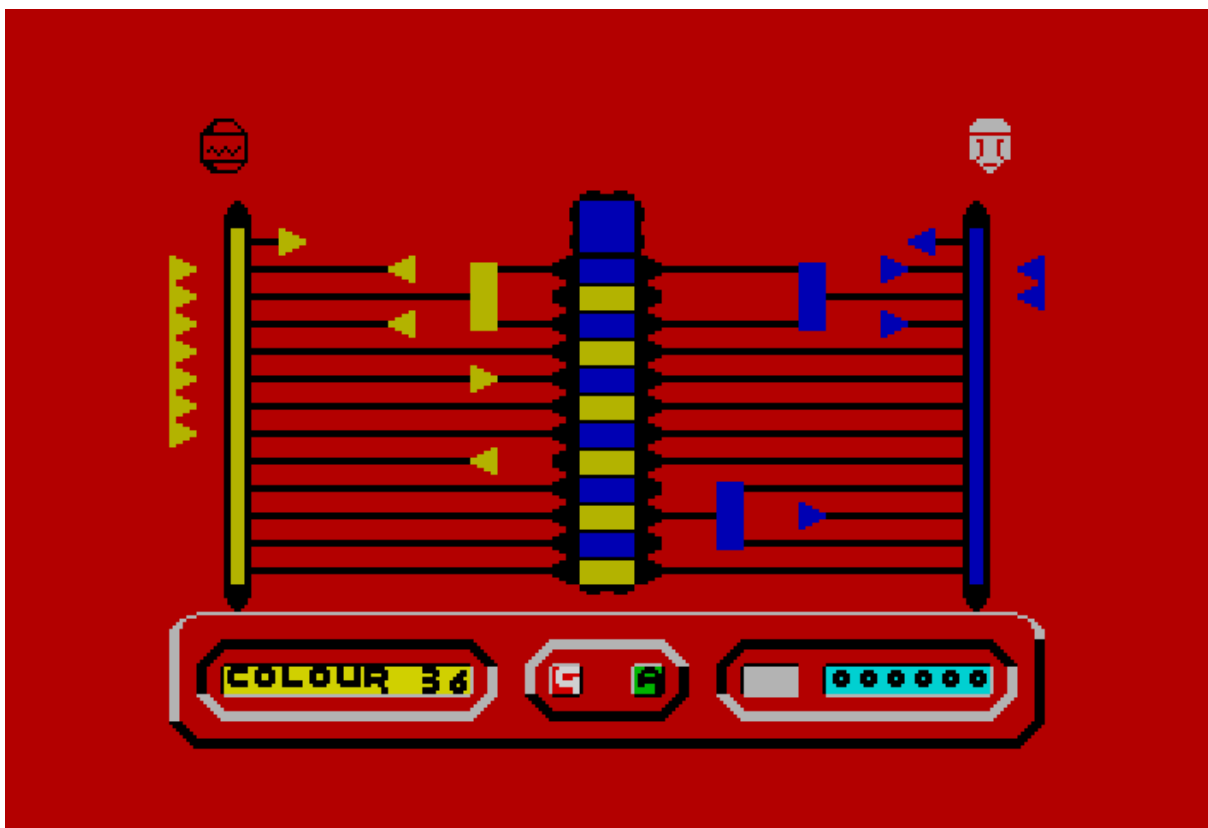
- **Inverters:** Inverts the signal of your connected signal pulses to be the colour of the opposing team. Avoid placing signal pulses on rows with this modifier.
- **Dividers:** Divides the signal between the current row, and any row connected to the divider.

If a cable is not connected to the central power unit, it will not provide any power and should not have a signal pulse attached to it.

You can place several 'signal pulses' which send power through the wire they are connected to. Signal pulses eventually run out of charge and disappear. While a cable is powered, it will turn the block of the central power unit to your colour.

At the end of the minigame, the player with the most control of the power unit wins. To win the minigame, you must control seven of the twelve power unit blocks.

The more power unit blocks that end with your colour, the less of a chance that the droid's parts will be damaged.



If the player wins a grapple minigame, an interface will appear showing the losing droid's different parts. Selecting a module will install it on your droid, if it hasn't been damaged from the grapple minigame.

If the player loses the grappling minigame, they will lose energy.

Elevators

Elevators can be used to move between the different levels of Quarteck. To use an elevator, move the droid on top of it, then press the Fire key.

When using an elevator, an interface is shown which displays a map of the Quarteck citadel. Move up or down to traverse the elevator's connected floors, then press the

Fire key again to move to the chosen floor. Find different elevators to gain access to more of the floors of the citadel.

Terminals

To use a terminal, move your droid next to it and press the Fire key.

The terminal will open an interface with a series of icons. Move left and right to change the selected icon, and press Fire to select it.

- **Robot Symbol**

Exit terminal

- **Diamond**

Open a 3D map of the current level

- **Side view**

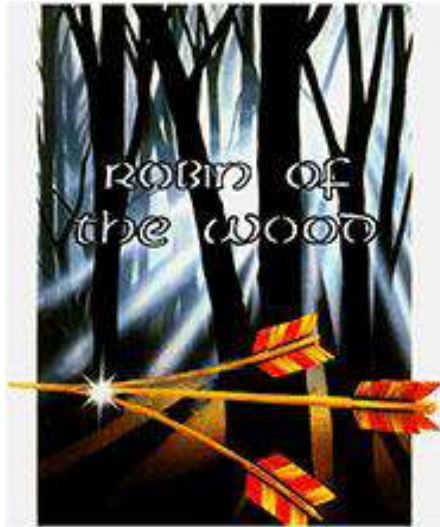
Show a map of the citadel

- **Query robot**

View the currently equipped parts on your droid. Also used to display a list of equipment on droids in the same, or lower security classes as yours








Appendix: A- 32

Robin of the Wood



In this maze adventure game you control Robin on a quest to retrieve the Saxon's Silver Arrow from the evil Sheriff of Nottingham. Find keys, flowers, gold and other valuables throughout the forest. Barter with the Ent for a sword and bow. Avoid patrolling guards and wild boars. Don't get caught by the Sheriff.

Controls

Key	Button	Action
Q		Up
A		Down
N		Left
M		Right
1		Attack
		Start
		Select joystick

Starting a Game

To start the game using a controller, press the Select joystick button on the menu screen, then press the Start button to begin the game.

To play the game using the keyboard, press 0 to begin the game.

Gameplay

Robin is tasked with winning the archery contest in the castle. He starts his adventure with just a staff, which can be used to deal damage at a close range to some enemies. Robin can find more weapons by finding gold and giving it to the Ent.

Robin can find various items throughout the forest, dungeon and castle of Nottingham. To pick up an item, move Robin over it. The current items Robin has are shown at the bottom of the screen.

Enemies

Boars

Boars cannot be killed by Robin. They roam areas of the forest and move horizontally across the screen, dealing damage to Robin if he touches them.

Guards

Guards patrol areas of the forest looking for Robin. They shoot crossbow projectiles, dealing damage to Robin if hit. Robin can dispatch a guard with any weapon, including his staff.

Bishop

The Bishop roams the forest with guards protecting him. When his guards are defeated, he will attempt to flee. Hitting the fleeing Bishop will make him drop the gold he is carrying.

Sheriff

Avoid the Sheriff! If he finds Robin, he will take all of your items, and throw you in the dungeon.

Friendly Characters

Witch

The Witch can be found somewhere inside the forest - she can be given some items in exchange for helping Robin. If you find three herbs in the forest and give them to the witch, she will teleport you to the gate of the castle. If you bring her two herbs, she will cure Robin.

Druid Hut

A Druid hut in the forest can be found, which gives Robin an extra life and restores his health.

Ent

The Ent can be given gold in exchange for a bow and a sword. Robin can give the Ent three gold to get one of his weapons back.

Lives

When robin comes into contact with an enemy, his health will decrease. Robin's health is displayed through the bar of vines at the bottom of the screen.

Robin can gain bonus lives by finding a wreath in the forest. When robin takes fatal damage, the wreath disappears and Robin is brought back to life.

Weaponry

Robin can use three weapons through the game:

Sword

Robin can retrieve his sword from the Ent after giving it three bags of gold coins.

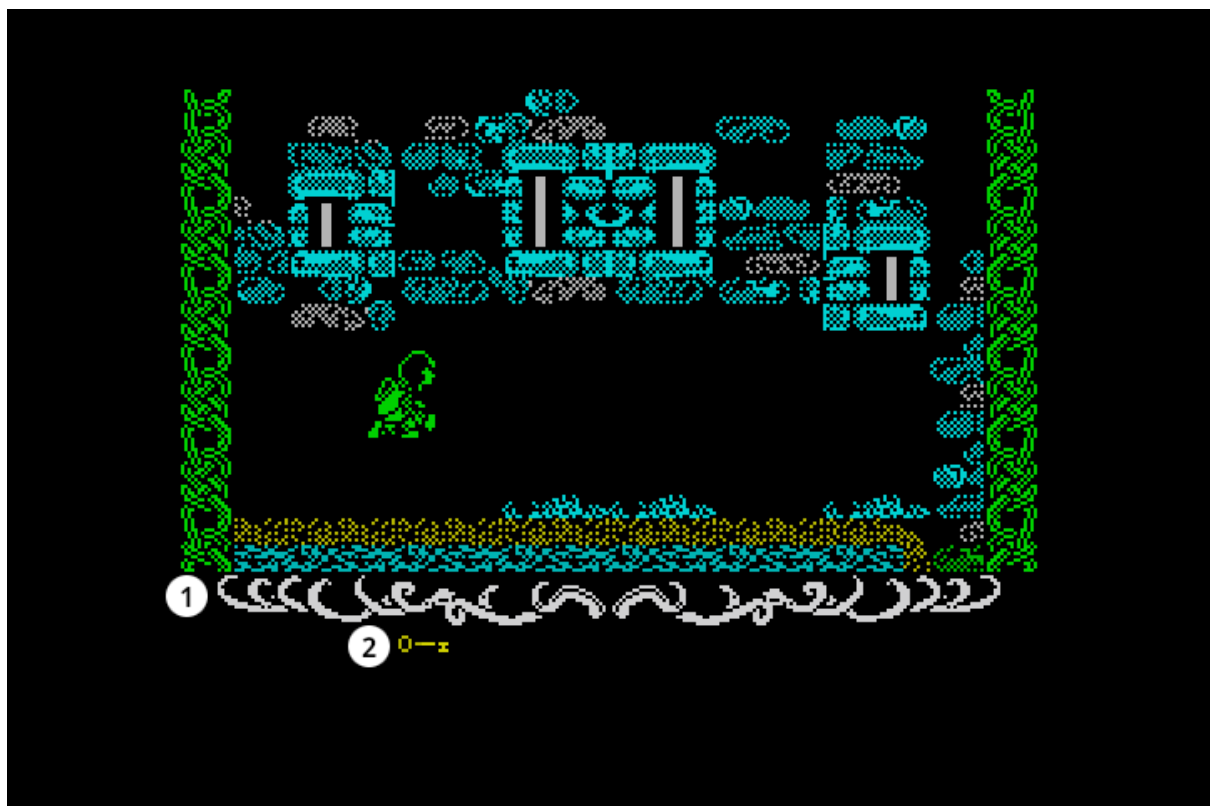
Bow

Robin can retrieve the bow from the Ent after giving it another three bags of coins.

The Prison

To escape the prison, Robin needs to find a key to the gate. The key can be found somewhere inside the prison - look around and defeat patrolling guards to escape.

Interface



1. Health
2. Inventory

Story

England was in the grip of tyranny, brought by William and his conquering Norman hordes. Saxon nobles were dispossessed and often killed, lowly villagers taxed to the point of starvation. The only ray of hope for the future of the Saxons of England lay in the strong arms and keen eye of Robin.

Robin, the very spirit of the Ancient Forest which covered this fair land.

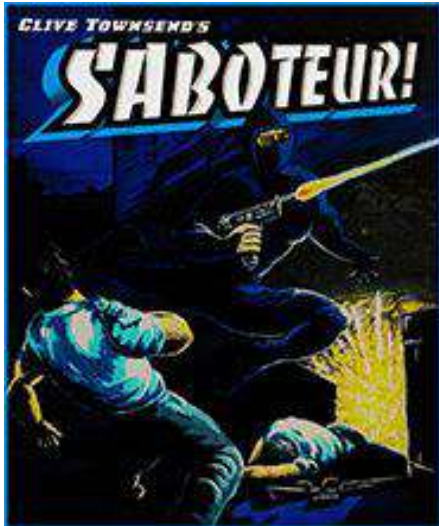
'Robin of the Wood' was the whispered reply to bullying Normans when asked from whence came the side of venison on which the poor of a small Saxon village were feeding.

'Robin of the Wood' was the cry, as hated tax collectors stripped bare the fields of Saxon smallholders.

'Robin of the Wood' the people cheered, as the bruised, battered and bewildered Norman brutes staggered bleeding and beaten from the bowers of the ancient forest.










Appendix: A- 33

Saboteur! Remastered



In this stealth-action game you control a skilled ninja on a mission to retrieve a floppy disk from a heavily guarded warehouse. Climb pipes and ropes. Sneak through ventilation shafts. Watch out for useful objects. Eliminate guards for bonus points. Find the disk and exit. Don't run out of time.

Controls

Key	Button	Action
A		Up or kick
Z		Down
N		Left
M		Right
SPACE		Attack
		Start
		Difficulty 1
		Difficulty 2
		Select joystick

Starting a Game

To play the game using a controller, press the Select joystick button, then press Start. When prompted for a difficulty, press the Difficulty 1 or 2 buttons on the controller. Alternatively, press the keyboard keys 1 - 5 to select a harder difficulty.

Option	Description
Kempston	Select controller input
Keyboard	Select keyboard input
Protek	Select Protek joystick interface. Should not be selected
Redefine Keys	Redefine the keyboard input keys
Start Mission	Start the game with the chosen control scheme

Gameplay

Control the ninja using the movement keys. Climb poles, wooden posts, ladders, and pipes by moving upwards while standing next to one.

The player can kick and duck by using the up or down movement keys respectively. Use the ninja's kick to eliminate guards that are close enough to the player. The player can also punch using the Attack key when standing still and not holding an item. If the player has a held item, pressing the Attack key will use it.

There are a number of computer terminals that need to be interacted with to open some doors - stand next to a terminal and press the Attack key to interact with it.

Health is shown at the bottom of the screen. If the player's health reaches zero, the game will end. Health recharges slowly over time while not in combat.

Find a hidden floppy disk in the warehouse, and escape using a helicopter somewhere in the base, before the timer reaches zero.

Game Timer

The game timer is shown at the bottom of the screen. If the timer reaches zero, the game will end. Once the floppy disk has been found by the player, the game timer will pause until the player reaches the escape helicopter.

Items

The ninja begins the game with a single shuriken equipped. Press the Attack key to throw the shuriken in the direction the character is currently facing.

The currently equipped item can be seen in the HELD slot on the bottom left-hand side of the screen. Only one item can be held at a time. Multiple items can be found throughout the warehouse which the ninja can use against his enemies - when a nearby item can be picked up, it will appear in the NEAR display at the bottom right of the screen.

To pick up an item in the NEAR display, press the Attack key. If an item is already equipped, the current item will be used instead.

Items can often be found behind crates, barrels, and other objects in the level - move the ninja behind these objects and keep an eye on the NEAR display to find these items.

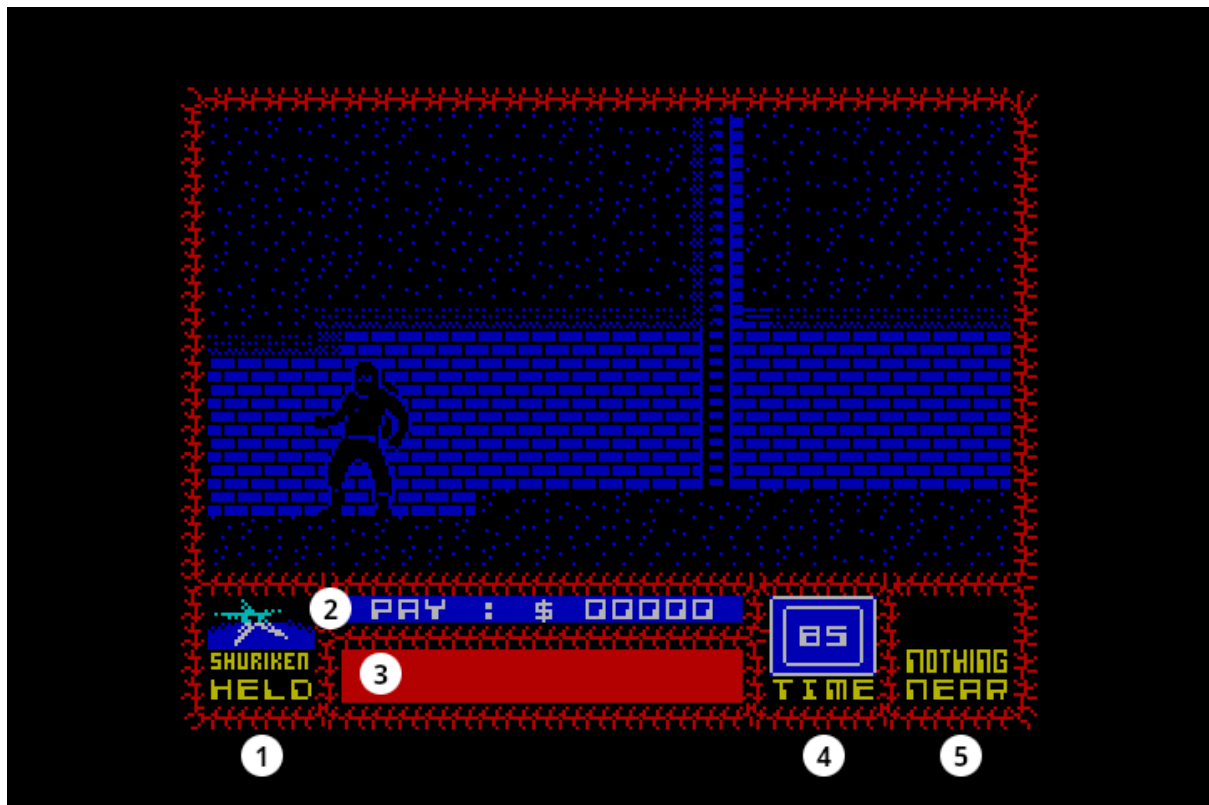
If the player is holding a time bomb, or a floppy disk, pressing the Attack key will throw a punch.

Time Bomb

The time bomb and floppy disk are items involved with optional tasks which can be completed before escaping via the helicopter. If these tasks are completed, more points is rewarded to the player at the end of the game.

The time bomb can be found hidden somewhere in the level. If the time bomb is held, it can be swapped for the floppy disk when found.

Interface



1. HELD slot
2. Score
3. Health
4. Game timer
5. NEAR Display

Score

The current score can be seen in the PAY prompt at the bottom centre of the screen.

Action	Points
Killing a guard with a weapon	100
Killing a guard with a punch or kick	500
Finding the floppy disk	5000
Swapping the time-bomb with the floppy disk	5000
Escape by helicopter	1000
Escape by helicopter with floppy disk	5000
Escape by helicopter with floppy disk and bomb set	10000

Story

You are a highly skilled mercenary trained in the martial arts. You are employed to infiltrate a central security building which is disguised as a warehouse.

You must steal a disk that contains the names of all the rebel leaders before its information is sent to the outlying security stations. You are working against the clock, both in getting the disk, and in making your escape. You must enter the building from the sea by rubber dinghy and will then only be able to leave by the helicopter on the roof. You will have to find your way around the warehouse, making use of the guards' own weapon supplies in your struggle through overwhelming odds.






Appendix: A- 34

Shovel Adventure



In this adventure puzzler, control a legendary archaeologist on his journey to find the resting place of Pharaom Lholha Flowers. Use your shovel to dig holes to trap foes. Dig at each mound to find gems. Grab the Ankh to escape each of the 40 levels. Don't run out of time.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
SPACE		Dig or bury

Starting a Game

Press the skip button on the controller, or space on the keyboard to skip the start screens.

Once the title screen appears, press the Dig or bury button on the controller or keyboard to begin playing using the chosen control scheme.

Press space on the keyboard to begin the game using keyboard controls.

Gameplay

Shovel adventure puts the player in control of an archaeologist exploring the ancient chamber of the Pharaom Lholha Flowers.

To exit a chamber, reveal the Ankh by finding of the hidden gems buried beneath the floor, and head to the exit door highlighted by a green arrow.

The player can use their shovel by pressing the Dig or bury key to dig holes. The raised areas of ground contain gems - dig over a raised area to reveal the gem and walk over it to pick it up.

Digging ground that is not raised creates a hole which some enemies can fall into. If a hole contains an enemy, press the Dig or bury key to bury the enemy, gaining points and removing them from the level briefly. Enemies that are buried will respawn after a short delay at the exit of the level.

Power-ups



Clock

Pauses the escape timer and all enemies for 10 seconds. Also grants immunity to enemies during this time.



Elixir

Gives immunity from enemies and falling into holes for 10 seconds.



Super Shovel

Reduces the duration for digging or burying holes. Lasts 10 seconds.



Super Boost

Gives the player faster movement speed for 10 seconds. When a power-up is active, the timer can be seen in the top right.

Enemies



Mummy

Mummies follow the player around the level continuously. Mummies can be trapped in a dug hole and buried, causing them to disappear briefly.



Beetle

Beetles scurry around the level randomly. Beetles don't kill the player but cause the player to become dizzy when touched for a short period, losing control of movement.



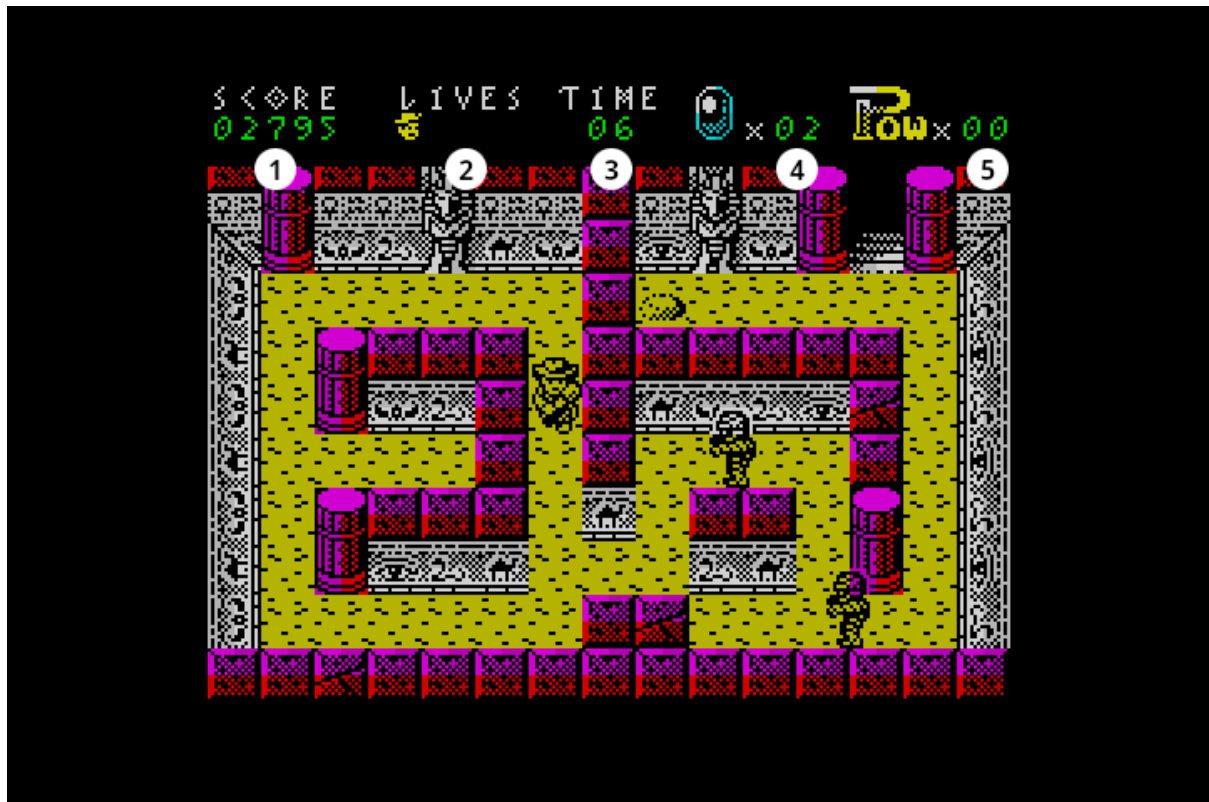
Cobra

Cobras patrol areas of the level continually, biting the player if they get close. Cobras move very quickly and cannot be trapped in a hole.

Scoring

Action	Points
Pick up gem	50
Enemy falling into a hole	25
Bury enemy	200
Remaining time (per second)	10

Interface



1. Score
2. Lives
3. Time
4. Gem count
5. Power up timer

Bonus Stages

After completing some levels, a bonus stage can begin.

Bonus stages have no enemies but contain a large number of gems to pick up. Time is very limited in bonus stages, so pick up as many gems as you can and leave some time to reach the exit!

Lives

The player begins the game with 5 lives.

A bonus life is given every 5000 points.

Story

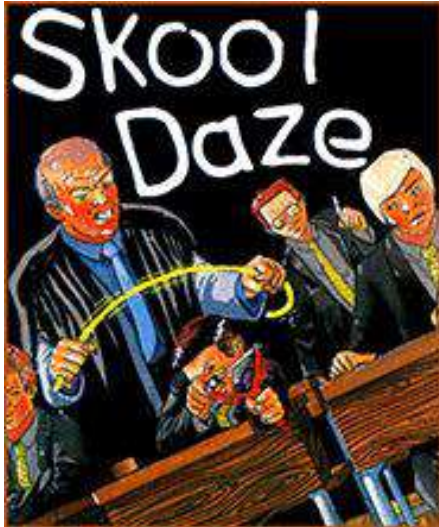
You are Johnny Palas, the legendary archaeologist of Utrera. After your hardest researching job, you finally have found the mystery of the mysteries of ancient Egypt: the secret entrance to the Pharaoh Lholha Flowers' chamber.

To get to the entrance, you have to enter in the big pyramid and find all the gems before the time is over. Only when you unearth all the gems, you can take the Ankh and the next chamber will be open.

40 chambers are waiting for you and your shovel before getting to the secret entrance... Are you ready to accept this challenge?

Appendix: A- 35












Skool Daze



In this arcade adventure game, help Eric steal his report card from the school safe before he gets into trouble. Collect pieces of the safe combination from the school teachers by hitting shields. Guess the History Master's age. Use your catapult. Write on the blackboard.

Don't get caught.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
F		Fire
J		Jump
W		Write
S		Sit/stand
H		Attack
CAPS		Run
		No

Starting a Game

The game begins with demo mode active. To exit demo mode, press any key on the keyboard or button on a controller.

After demo mode is exited, a prompt is shown asking if the player wishes to enter their own names. Selecting Yes allows the player to rename characters in the game.

To play the game using a controller without renaming any characters, Press the No button when a prompt is shown asking if you want to enter your own names.

Gameplay

Fire Eric's catapult using the Fire key. The catapult can be used to hit other students, teachers, and some of the shields placed around the school.

To begin finding the combination to the safe, all the shields within the school must be hit by Eric or his catapult - some of the shields can be hit by standing on staircases and using the catapult, others require more creative solutions!

Other students can be knocked to the floor by Eric if they are hit. Eric can jump upwards on the spot by pressing the Jump key. When jumping on top of a fallen student or teacher, Eric's jump height is increased.

Some of the other students also have catapults and will occasionally punch. If you are hit by another student and fall to the floor, press the Sit/stand key to stand back up.

Hit all of the shields on the walls of the school until they are all flashing, then knock each teacher over to uncover the safe's combination.

Lives

- Performing certain actions in front of teachers will get Eric in trouble:
- Entering the staffroom or the headmaster's study
- Being in a classroom during playtime
- Firing catapults
- Hitting other students
- Sitting, or running in a corridor
- Not being in the correct classroom during lesson time

Some of these rules will need to be broken to complete the game - avoid performing these actions in front of teachers, or Eric will be given lines.

When Eric gets in trouble, he is given a number of lines to write in a later detention. If Eric receives over 10,000 lines in total, he is expelled, and the game is over.

School Timetable

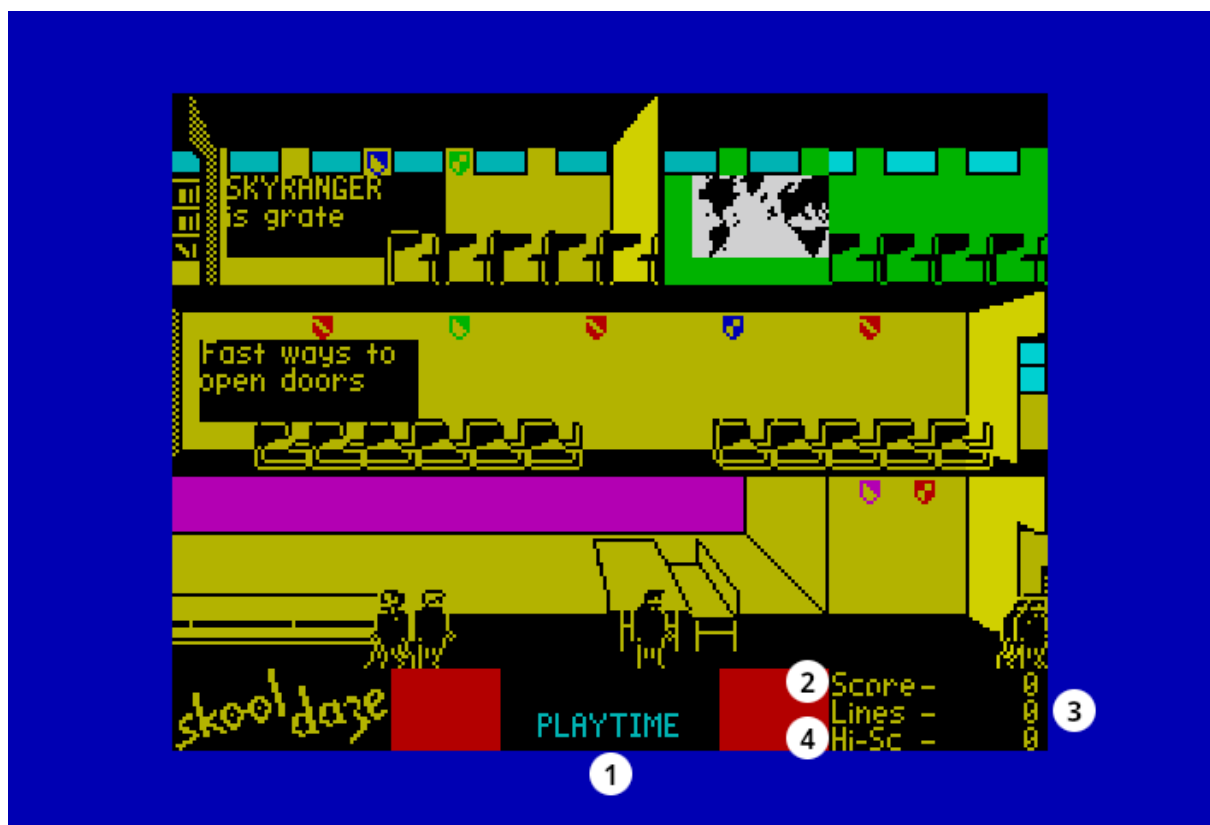
The school works on a timetable which requires Eric to be in certain places throughout the day. The timetable is shown in sections at the bottom of the screen. Eric should be inside the classroom shown in his timetable - if he is found outside of the classroom by a teacher, he is given more lines.

The Safe's Combination

Eric must find the combination to the headmaster's safe, by hitting all of the shields in the school, then knocking each teacher over to receive parts of the combination. Once the full combination is known, Eric can write the combination on a clean blackboard and attempt to open the safe! If the combination is in the correct order, the safe will open. If the safe doesn't open, try a different order on another blackboard.

Once the correct combination has been entered, you'll need to stop all the shields from flashing. Hit all the shields again to complete the game!

Interface



1. School timeline
2. Score
3. Lines
4. High score

Story

In the role of our hero, Eric (or any other name you decide to call him and the rest of the cast), you know that inside the staffroom safe are kept the school reports. And, being Eric, you realise that you must at all costs remove your report before it comes to the attention of the headmaster.

The combination to the safe consists of four letters, each master knowing one letter and the headmaster's letter always coming first. To get hold of the combination, you first have to hit all the shields hanging on the school walls. Trouble is, this isn't as easy as it looks. Some of them can be hit by jumping up. Others are more difficult. You could try and hit a shield by bouncing a pellet off a master's head whilst he is sitting on the ground. Or, being Eric, you may decide to knock over one of the boys and, whilst he's flattened, clamber up on him so that you can jump higher.

OK. So, all the shields are flashing wildly, disorientating the poor masters. Knock them over now and, before they can stop themselves, they'll reveal their letter of the code. All except for the history master, of course, who because of his great age and poor eyesight can't be trusted to remember. His letter has been implanted into his mind hypnotically. To make him reveal it, you must find out the year he was born (which, in case you were wondering, changes each game). Then, creep into a room before he gets there and, if the board is clean, write it on the blackboard. When he goes into that room and sees his birthdate he will, as if by post-hypnotic suggestion, give away his letter.

Now that you know all the letters of the combination, all you have to do is work out which order they go in. You know that the headmaster's letter is always first, but as for the other three... you'll just have to try the various possibilities. Find a clean blackboard and write out a combination.

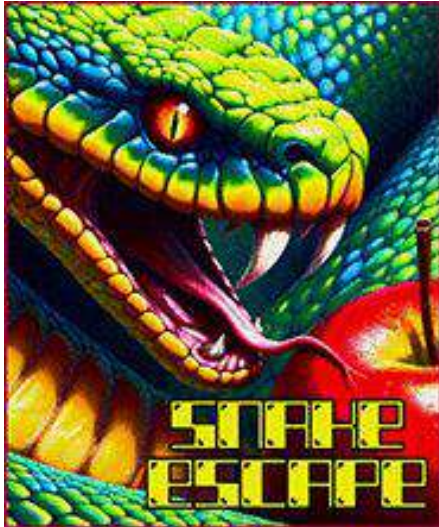
Rush back to the staffroom and jump up to reach the safe with your hand. If nothing happens, then the combination must be wrong, so you'd better find another clean blackboard and try a different one.

With the safe open, your troubles still aren't over, as the flashing shields are rather a giveaway. To stop them flashing, you now have to hit all of them again.

Done it? Congratulations! You are now allowed, along with all your friends, to move on to the next class at school. But remember, there will be reports at the end of this term.....







Appendix: A- 36

Snake Escape



In this colourful platform puzzler, you guide a hungry snake through twists and turns to reach delicious apples. Carefully plan your path through 42 challenging levels. Eat mushrooms to decrease your size. Use levers to explode barrels. Reach the apple to progress to the next level.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
SPACE		Reset level
		Select joystick

Starting a Game

Press 1 to begin the game with keyboard control. Alternatively, press the Select joystick button to begin the game with a controller.

NOTE To play this game using a controller, select Kempston in the Select Joystick menu.

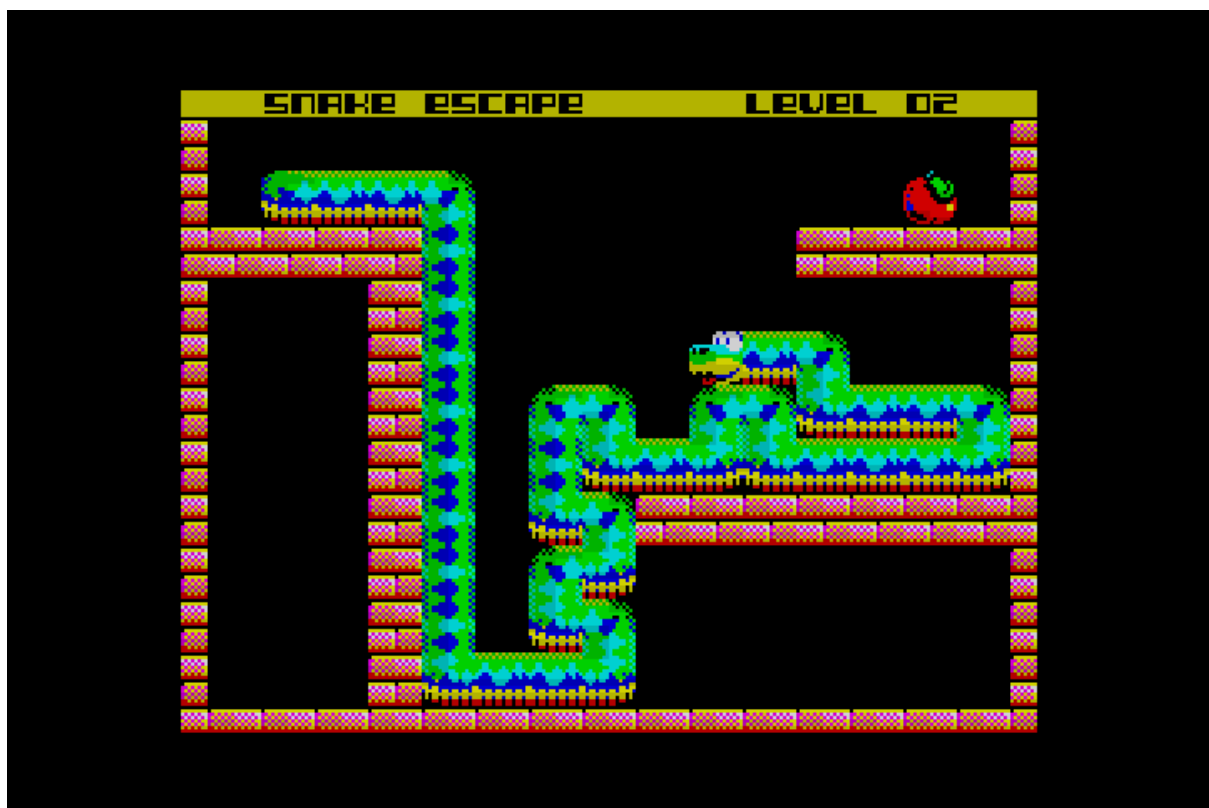
Gameplay

Snake Escape puts the player in control of a snake which grows each time it moves. After starting a game, the snake will appear as an unhatched egg.

Move in any direction to hatch the egg and make the snake appear. Carefully navigate the level towards the fruit to progress! The snake can become trapped in itself or between other objects. When this happens, press the Reset level button to try the level again.

The snake can only move 3 tiles upwards unsupported - the snake's head will change colour to indicate how close it is to the limit. The snake's head will fall with gravity when moving horizontally and not landing on a tile. The snake's body can be used to support the head.

Interface



1. Level number

Objects



Mushroom

Eat a mushroom to reset the snake's position to the starting location.



TNT

TNT is an immovable obstacle in later levels. TNT levers can be used to destroy all the TNT in the current level.



TNT Lever

Activate a TNT Lever to destroy all the TNT in the current level.



Crate

Crates are obstacles which can be moved by the snake when pushing it from the left or the right.



Egg

The Egg is the starting position of the snake. Move in any direction to hatch the egg and begin the level!



Fruit

This delicious fruit must be reached by the snake to complete a level.







Appendix: A- 37

Spellbound



In this menu-driven arcade adventure game you guide Magic Knight in a quest to rescue Gimbal and his seven companions from the Castle of Karn. Transport between areas using the elevator. Collect magical objects to cast spells. Take care of your allies. Escape the castle in two days.

Controls

Key	Button	Action
A		Up
Z		Down
N		Left
M		Right
SPACE		Select menu
		Select menu item

Starting a Game

To play the game using a controller, use the Up and Down buttons to move to the KEMPSTON JOYSTICK option in the menu, then press the Select menu item button. Once the joystick option has been selected, the menu cursor can be moved with the directional buttons, and an option selected using the Select menu button. If another joystick type is selected accidentally, close and re-open the game from the carousel.

To begin the game, move the menu cursor over the Start Game option, and press the Select menu button.

Gameplay

Spellbound manages interaction through a series of in-game menus, which show relevant options depending on where the character is positioned. The menu can be used to pick up items and manage the inventory, talk to and command other characters, use and inspect objects, and many more options as the game progresses.

To pick up an item, enter the menu by pressing the Select menu key, then select "Pick up/drop item" in the menu. A sub-menu will open displaying the items nearby. Select an item in the menu to pick it up.

Each item can be used in various ways - talk to each character you can find and examine the item for clues.

Items

Wand of Command

The wand of command adds a new option to the menu when picked up. It can be used to control the NPC's around the castle by giving them orders.

Bottle

The empty bottle can be used to increase or regain your strength. Give the bottle to X, then take it back to increase your strength up to 100.

The Mirror

When the mirror is in the knight's inventory, stats are displayed at the top of the screen in place of the title, copyright and credits text, allowing the player to see key character stats without examining the knight through the menu.

Characters

Each character has core needs that the knight must help them with - food, happiness and strength.

Using the wand of command, the knight can instruct each character to sleep, wake up, go away, help, eat and drink, and be happy. Commands given can be refused by characters (if for instance, they are preoccupied, or don't have a need to sleep currently)

Each character can help the knight in a variety of ways but might require the knight to help them with something else first.

If any character dies from hunger or lack of sleep, the game will end.

Gimbal

The wizard who failed his spell and trapped everyone in the tower.

Thor

Wants his hammer back. Find Mjolnir and give it to him.

Florin

Can often be found sleeping, but happy to help when he's awake.

Orik

Helpful with magic! Often found asleep.

Samsun

Very strong. Can be helpful, but you'll need to find them in the right mood.

Erland

Enjoys playing the trumpet.

Rosmar

Very smart. Can be helpful, but you'll need to find them in the right mood.

Banshee

Sci-fi lover. Only appears after a specific sequence of actions.

Interface



1. Strength
2. Inventory








Appendix: A- 38

Spellbound



In this colourful maze platformer you control BLOB on a mission to fix the planet's core and save Earth. Look for items to repair the core. Use bridges and flying platforms to negotiate obstacles. Use teleporters to quickly move between zones. Blast enemies with your laser. Don't run out of energy..

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
M		Fire
		Start
		Select joystick

Starting a Game

To play the game using a controller, press the Select joystick button on the menu screen, then press the Start button to begin the game. Press the start button again to skip the introductory text.

To play the game using the keyboard, press O to start the game from the menu screen. Alternatively, press 6 to define your own input keys.

Gameplay

Guide the BLOB through the caves of the planet, finding the different parts required to repair the core.

BLOB can create artificial platforms under himself, which will disappear after a short period. Move downwards to create a platform. Platforms cannot be created while using a hover platform. Bob can only create platforms while he has platform energy

Hover platforms can be found on some screens inside docking stations - move BLOB over a hover platform and move upwards to lock him to it. While using a hover platform, BLOB cannot pick up any items. Hover platforms can only be dismantled at docking stations.

Blob can hold up to four items at once. Some items are essential to repairing the core, while others can be exchanged using a Cheops Pyramid for more useful items.

Lifts can be found which teleport BLOB to the surface of the planet. Lifts cannot be used if a hover platform is being used.

Some rooms contain locked security doors and barriers. Barriers that are part of the floor can be broken through, if BLOB lands on them from a sufficient height.

Some doors can be opened using a normal key, but security doors require an Access Card.

The Core

The core of the planet contains a reactor, which requires a series of parts from around the planet to be repaired. To find out which parts are required, BLOB needs to visit the core.

The core can be found in the centre of the map. Alternatively, use the code CHASM at a teleporter

Pickups and Items

There are numerous items which BLOB can find scattered through the planet, some of which might be required for the core.

To pick up an item, move BLOB over the item and press the Up-movement key. The item will be added to the inventory, if there is space.

Bonus Items that are not essential to the core can be traded with the Cheops Pyramid.

Trading Items

Occasionally, Cheops Pyramids are found on a screen. If BLOB has the access card, it is possible to swap items that aren't required by the core with a more useful item by pressing the Up key while standing next to the pyramid.

Teleporters

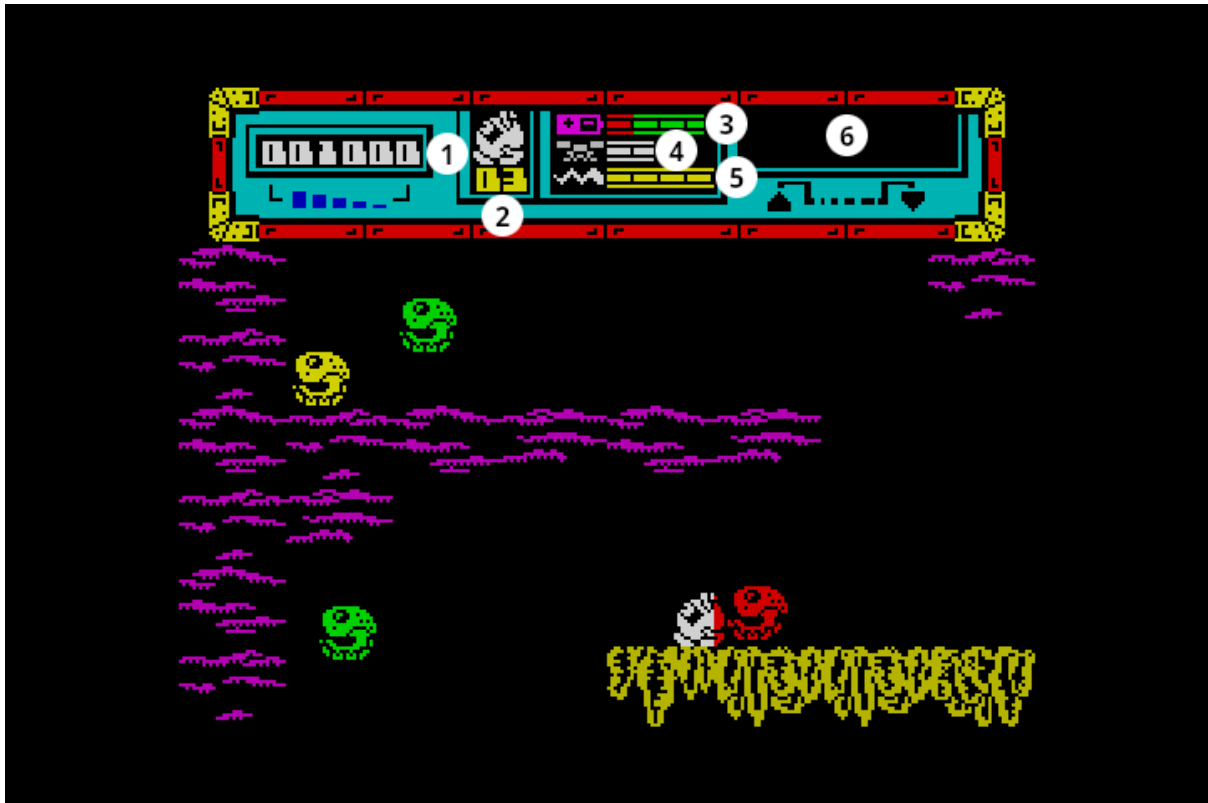
On some screens, a small building can be found which the BLOB can walk into. When BLOB is inside the building, a screen is shown which prompts for a teleport code. Type a code using the on-screen, or physical keyboard. If a teleporter with the entered destination code exists, BLOB will re-appear at its location.

Codes for other teleporters can be found by reaching other teleporters and making a note of their codes. Teleporters cannot be entered when using a hover platform.

Scoring

Action	Score
Destroying creatures	80 - 320
Delivering an item to the core	10,000
Entering a new screen	250

Interface



1. Score
2. Lives
3. Health
4. Platform energy: Decreases each time a platform is created by BLOB.
5. Weapon energy: Indicates the remaining energy BLOB has for his blaster.
Required for shooting enemies
6. Inventory

Story

From the great abyss of a black hole emerges a danger of awesome consequences - a planet so unstable that if its core is not rebuilt the resulting explosion will render the Galaxy a lifeless wasteland. To the rescue, BLOB, hero of the moment. This Bio-Logically Operating Being is chosen not for his super intelligence, not for his fearlessness nor for his super powers - his is the only spaceship available. Out to face danger he goes - trusty spaceship, flightboard computer and galaxy A-Z. Will he succeed? Will he be in time? He'd better, there's no other chance for the world.

STARQUAKE Message has just reached Earth of an unstable planet emerging from a black hole somewhere at the edge of the galaxy. If the core of this planet is not rebuilt it will implode causing the whole universe to go "Ka Boomf!" - Strewth, a Starquake...

The Bio-logically operated being is chosen for this ultra-dangerous mission - but why Blob? 'Cause of his mind blowing hybrid capabilities? Or the artificial intellect of his anti-brain? Nope - 'Cause all the other guys have pranged their spaceships. So Blob sets off for outer-space in his trusty ship with just a flightboard computer and a galaxy A-Z for company - Golp, is he gonna succeed? - Will he even get there? - Or will the universe and Blob go blip?...

Gosharooties who knows? But all these and many more answers must be questioned before it's too late!!!







Appendix: A- 39

Starstrike II



In this 3D space shooter you control the Federation's Starstrike II fighter in an attack on an alien homeland. Destroy a planet's defence grid by hitting the spinning squares. Eliminate ships to recover fuel. Reach the planet's surface and bombard the control center. Engage 22 planets to accomplish your goal.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
M		Fire
		Interact with object
		Start
X		Accelerate
Z		Decelerate

Starting a Game

To start the game using a controller, press the Select joystick button on the menu screen, then press the Start button.

To start the game using the keyboard, press B to select keyboard input, then press Enter to start the game.

Option	Description
Sinclair	Select Sinclair input. Should not be selected
Keyboard	Select keyboard input
Kempston	Select controller input
Cursor	Select cursor joystick input. Should not be selected

Gameplay

Begin by selecting an Outsider star system to invade first. The interface on the screen displays a list of star systems to choose from. After choosing a system, you will enter the support module and be prompted to choose a planet to invade in that system.

For your first planet, try and choose one which is of an agricultural type - this will have much less defence than the other planets.

Support Module

The support module allows the transfer of reserve fuel to the ship after defeating a planet. Note that there is limited reserve fuel in the module. To transfer fuel to your ship, select the transfer fuel option.

You can see your overall progress from the support module from the icons on the left under each star system - blue icons under the different systems have already been defeated.

Select a star system, then select a planet to begin warping to that star system. The name, type and range of each planet is displayed in the bottom centre of the screen. The type of planet indicates the level of defences it will contain - an agricultural planet would have less defence than a military planet, for instance.

Planetary Descent

Perimeter Shields

Each planet is defended by a series of defence fields. The fields are displayed as a grid on the screen, with a small hole in for the ship to pass through. Depending on the planet, the hole in the defence field is manned by increasingly challenging defences, which the ship must avoid or destroy to pass into orbit.

Orbital Battle

When in orbit of the planet, a number of Outsider ships will attempt to destroy the ship before it can reach the planet's surface. Use the indicators on the left and right of the screen to locate the enemy vessels. When an enemy is in range, the indicators will disappear - begin firing at the ship with your lasers to destroy it. Some ships can drop fuel when destroyed - move your ship over the fuel to increase your fuel reserve.

Ground Attack

The ground attack consists of two stages. First, the Starstriker is tasked with bypassing the ground defences of the planet - your aiming crosshair will be positioned on the floor. Destroy as much as you can during this phase and avoid the various moving hazards to keep as much field strength as you can.

Eventually, you'll reach a door at the end of the ground defence which will slowly open. Once inside, the central core of the planet must be destroyed in order for the ship to escape with exit velocity. If the core isn't destroyed, the stage resets.

At the end of each stage of a planetary descent, you can opt to transfer your fuel storage and convert it to shield power, replenishing your health for the next stage of attack.

Interface

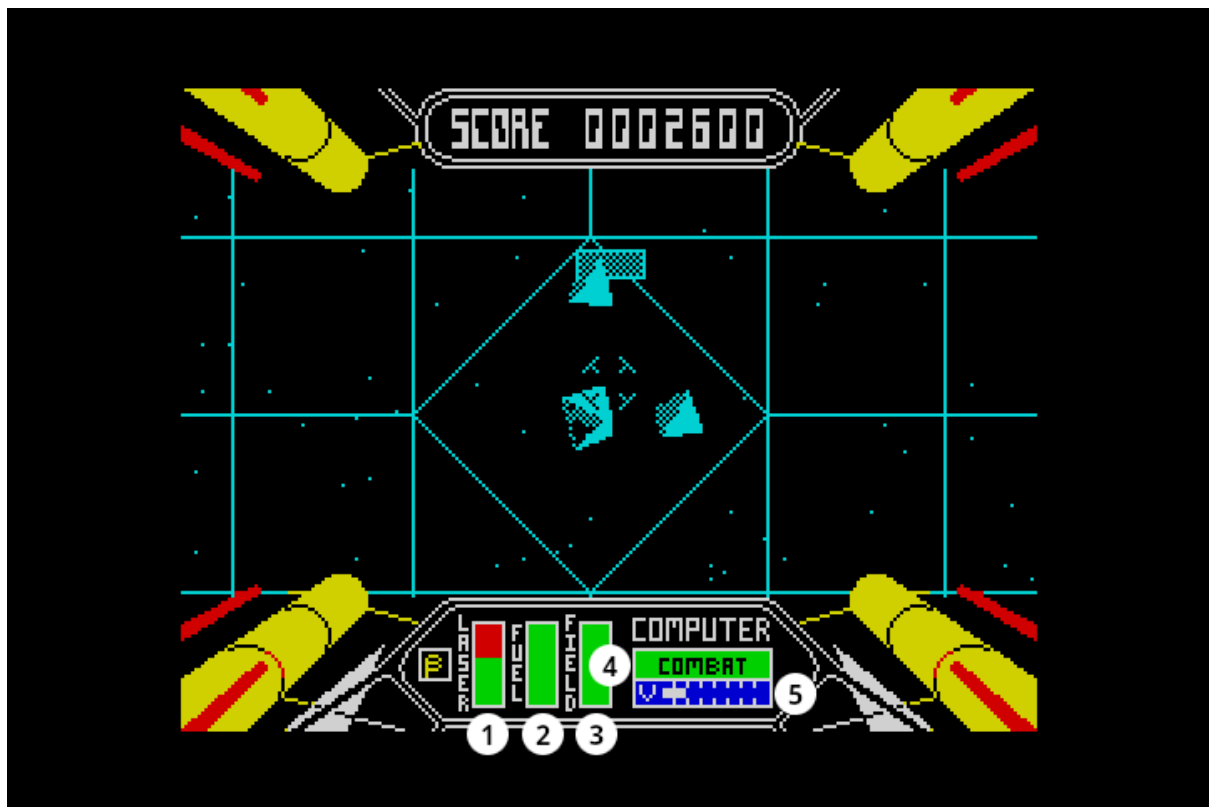
Orbital Battle



1. Proximity map
2. Elevation indicator

The proximity map indicates how close

Perimeter Shields and Ground Attack

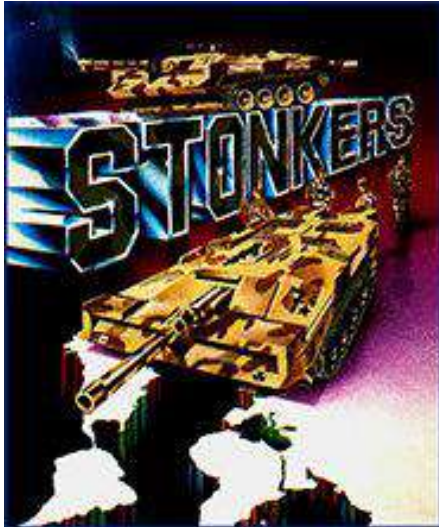


1. Laser charge
2. Fuel
3. Field charge
4. Control status bar
5. Velocity

The control status bar indicates if the player has control of the ship, or if the ship is being moved by the computer.







Appendix: A- 40

Stonkers



In this top-down strategy war game you command an army of infantry, artillery and tank units in a battle across a large-scale map. Zoom into land areas and select a unit to move towards the enemy. Reinforce units with supplies. Eliminate all enemy units or their HQ to win through.

Controls

Key	Button	Action
Q		Up
A		Down
N		Left
M		Right
1		Select
		Select menu item

Starting a Game

NOTE - To play the game using a controller, ensure that Kempston is chosen during input selection.

Stonker's menu uses a scrolling options list, where each option is shown for a short period. When the desired option is shown in the scrolling section of text, press the Select menu item button on the controller.

To begin a game using the controller, press the Select menu item button on the controller when Kempston is shown.

After selecting an input device, choose a game difficulty. Game difficulty affects the skill level of the computer player, and the visibility of enemy units. On higher difficulties, enemy units need to be close to your own in order to see them.

Gameplay

Move your selection cursor using the movement keys.

Stonkers has two camera modes - a zoomed-out map view, and a focused view which zooms into a region of the map, showing units nearby. To swap between camera modes, press the Select key. Pressing Select and entering focused view will zoom in on a region around the location of the selection cursor.

Map view can show current friendly, and some of the enemy units in the form of flashing tiles. Incoming supply ships are displayed as black dots.

While in focused view, the camera can be moved around the area by moving the selection cursor to the borders of the screen.

The information displays key game events as the game progresses in the form of scrolling text - for instance, when a ship has delivered supplies, and if a unit has been lost.

Moving Units

Locate a unit and switch to focused view near its location. Select the unit by moving the selection cursor over it, then pressing the Select key. Move the cursor to the desired location for the unit, then press the Select key again. If a destination isn't chosen manually after a short period, the unit will begin moving to the position of the selection cursor.

Resupplying Units

Each unit in your army has a base level of supplies upon spawning. If a unit runs out of supplies while in the field, it will be destroyed.

To resupply units, move a resupply truck on top of the unit - this will consume some of the resupply truck's resources.

Over time, supply ships will appear in your docks at the top left of your side of the map. When new supply trucks arrive, move them towards your army to avoid losing units to travelling time.

Structures

With the exception of an army's HQ, all units have attributes which can change over time, and depending on the terrain they are standing on:

- **Supply Strength:** The number of supplies this unit has remaining. If this reaches zero, the unit will be destroyed.
- **Combat Strength:** The military strength of this unit. Different units will have a higher combat strength, making them more likely to win encounters with the enemy.
- **Mobility:** Affected by the tile the unit is standing on. Impacts the unit's movement speed. Units will have slower mobility when on a mountainous, woodland or marsh tile.

Infantry

Basic infantry unit

Artillery

Strong against infantry units, capable of dealing moderate damage.

Tank

Slower moving. Superior to both infantry and artillery units.

Resupply Truck

Used to resupply friendly units, keeping them alive. Enemy supply trucks can be captured by other units. When a resupply truck runs out of supplies, a new one will be delivered when the next supply ship arrives.

Headquarters

The HQ of your army. If this structure is destroyed, the team loses the game.

Win Conditions

A game of Stonkers is won by destroying all of the enemy units or destroying the enemy HQ.

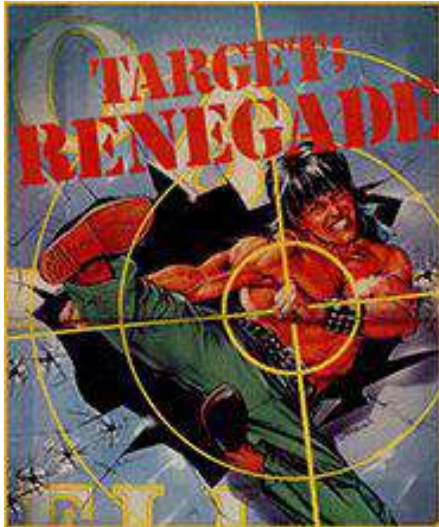
Interface



1. Information bar
2. Selected division information









Appendix: A- 41

Target Renegade



In this arcade beat 'em up you control the street fighter “Renegade” on a vendetta against crime kingpin Mr Big. Knock thugs from motorbikes with jumping kicks. Use sledgehammers, maces and pool cues to deal devastating blows. Play solo or with a friend.

Controls

Key	Button	Action
Q		Up
A		Down
K		Left
L		Right
SPACE		Attack
		Select joystick
		One player
		Two players

Starting a Game

To play this game using a controller, select Kempston in the Select Joystick menu.

Player 2 should be configured as Keyboard in the controls settings.

Option	Description
1 Player	Press 1 to begin the game with the configured controls.
2 Player	Press 1 to begin the game with the configured controls.
Controls Options	Press 3 to open the controls options menu
Redefine Keys	Press 4 to redefine the keyboard keys for player 1 and 2
Music	Press 5 to toggle the in-game music

Controls Options

The controls options screen allows configuration of each player's controller options.

To play the game in two-player mode with controllers, player 1 should be set to Kempston, and player 2 should be set to Keyboard.

When playing in 2-player mode with a controller, the keys for player 2 must be:

LEFT 6
RIGHT 7
UP 9
DOWN 8
FIRE 0

Do not redefine the controls for player 2 to an alternate configuration if player 2 is configured to use a controller.

Gameplay

Target renegade puts the player in control of fighter "Renegade" with the task of eliminating incoming enemies and reaching the crime kingpin Mr. Big.

Each level is comprised of several screens, which the player must move through by exiting from the right-hand side of the screen once all current enemies are defeated.

Find the doorway at the end of each level to progress to the next.

Enemies

There are five enemy variants in Target: Renegade, each taking on a different appearance in each level.

Melee

Melee enemies will move towards the player and engage in hand-to-hand combat.

Special Melee

Special melee enemies will always dodge a jump kick and must be defeated using other attacks.

Motorbike Melee

Motorbike enemies appear at the beginning of the game and will ride a fast motorbike towards the player attempting to knock them down. Hit this enemy with a jumping kick to knock them off their motorbike.

Armed Melee

Armed melee enemies enter the screen wielding a melee weapon. If an armed melee opponent is knocked down, their weapon can be picked up by the player.





Ranged

Ranged enemies appear in level 2 and appear on the left-hand side of the screen at random intervals. Ranged enemies shoot at the same horizontal level of the player. If the player is hit by a bullet, they are knocked to the floor and lose a life instantly.

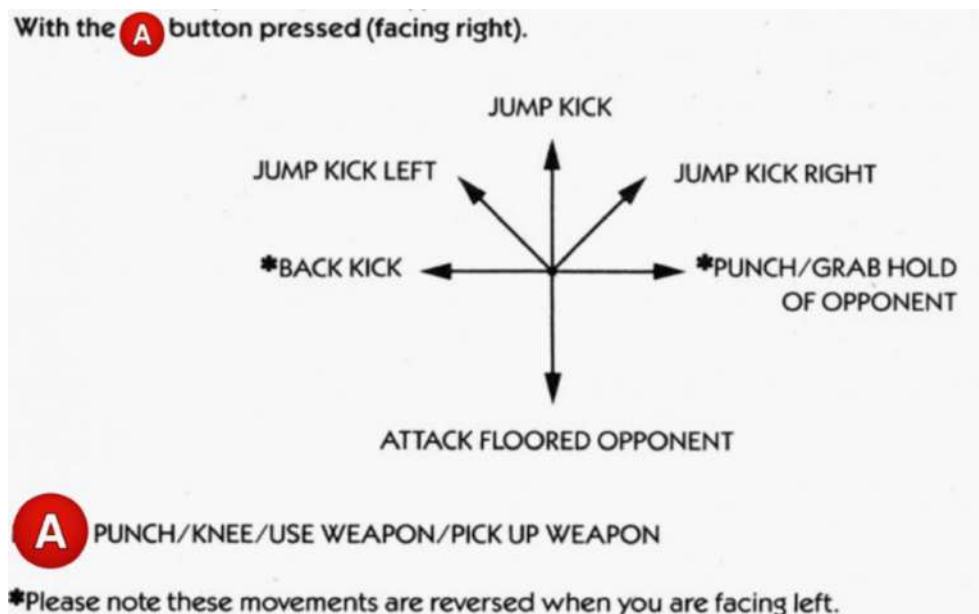
Combat

Combat in target renegade is controlled through layered actions on the movement keys. The combat actions below are reversed when you are facing left.

Keyboard

Control	Action
SPACE + 	Jump Kick
SPACE + 	Back Kick
SPACE + 	Punch/Grab
SPACE + 	Attack floored opponent
SPACE	Punch/Knee/Use or drop weapon

Controller

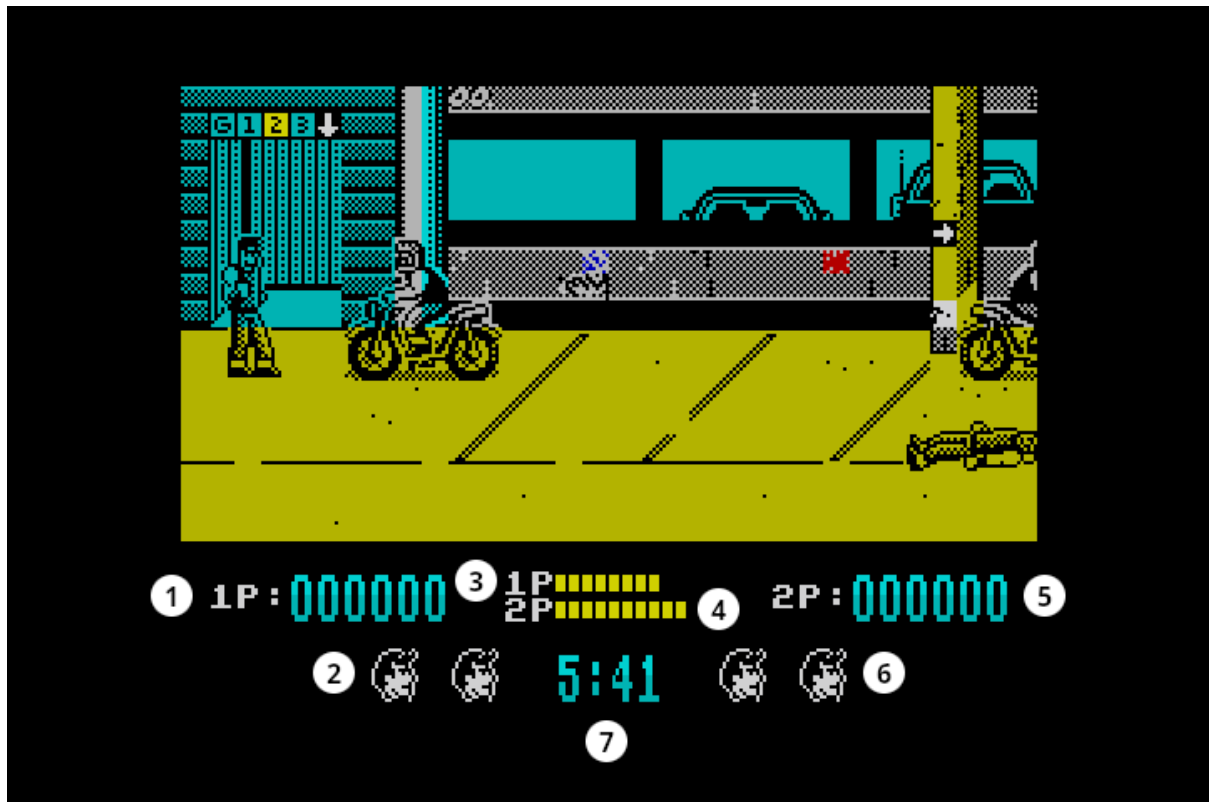


Lives

The player begins the game with 3 lives.

A bonus life is given at 50,000 points, and every 100,000 points after.

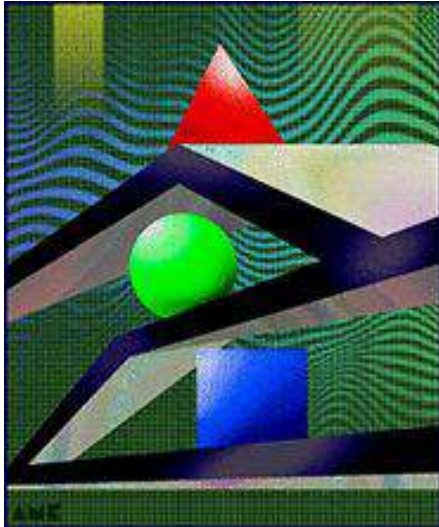
Interface



1. Player 1 score
2. Player 1 lives
3. Player 1 health
4. Player 2 health
5. Player 2 score
6. Level timer
7. Player 2 score
8. Player 2 lives






Appendix: A- 42

TCQ



In this modern platformer puzzler, move a shape through a vibrant world inspired by the work of Piet Mondrian. Walk over floating shapes to morph into them. Shoot incoming threats as the triangle. Jump between platforms as the circle. Break weak floor tiles as the square.

Controls

Key	Button	Action
O		Left
P		Right
1		Action
		Activate
		Select joystick

Starting a Game

Option	Description
Start Game (Keyboard)	Press 1 to play the game using the keyboard
Start Game (Joystick)	Press 2, or the select joystick button to play the game using a joystick

Gameplay

TCQ puts the player in control of one of three different shapes, a triangle, circle, or square. The goal is to find the exit to each level as fast as possible whilst avoiding enemies along the way.

Each shape has a unique ability that can be used to progress through different parts of a level. If you can no longer progress as the shape you are, you must go back and find another shape to use.

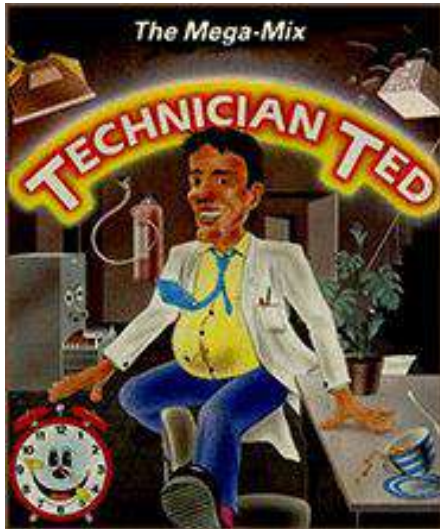
Find the pulsating teleporter to exit the level.

When finding a level's teleporter, the player is transported to a brief minigame, which leads to the next level when completed.

Shape	Ability
Triangle	Press the action button and a direction to fire projectiles
Circle	Press the action button to jump upwards
Square	Walk over weak floor tiles to slowly break them





Appendix: A- 43

Technician Ted – The Megamix



In this challenging platformer, help computer hacker Ted complete all of his daily tasks at the microprocessor factory. Complete all 30 tasks by moving over the numbered boxes in the correct order. Carefully time jumps over obstacles. Keep your eye on the clock.

Controls

Key	Button	Action
O		Left
P		Right
CAPS		Jump
ENTER		Toggle music
A		Pause
		Start

Starting a Game

To begin the game using a controller, press the Start button.

To begin the game using the keyboard, press enter.

Gameplay

Technician ted puts the player in control of the hacker Ted on a mission to complete his daily tasks in a microprocessor factory.

Control Ted using the movement keys and move upwards or press the jump key to jump.

Ted must complete all 30 of his daily tasks in order, before the time reaches 5:30pm.

moving objects and creatures can be seen throughout the different rooms in the factory. Occasionally, these objects are stationary. If any of these objects touch ted, he will lose a life and respawn at the position where he entered the current room.

Task boxes

Task boxes can be found in various rooms throughout the factory. Each task is numbered with its order in the sequence of 30.

To complete a task, ted must first touch the flashing box with a label saying TASK and the task number. After doing this, the box will stop flashing, and another connected task box will flash. Touch the second box to complete the task.

Some task boxes have a time limit for touching the second box - try to get Ted to the connected box for a task as quickly as you can.

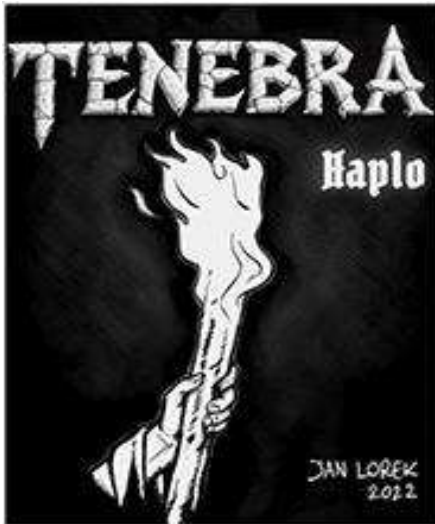
Interface



1. Current area
2. Lives
3. Number of tasks completed
4. Current time







Appendix: A- 44

Tenebra



In this atmospheric puzzler you must light the way for a lost adventurer and help him find the way out. Locate the gate in each of the 31 levels to escape. Use fuel to increase the torch's range. Position minecarts for extra light. Find keys to unlock doors.

Controls

Key	Button	Action
Q		Up
A		Down
O		Left
P		Right
SPACE		Pick up/ drop item
		Reset level

Starting a Game

Press Space or the Pick up/drop item on the joystick to begin the game.

Gameplay

Tenebra puts the player in control of a lost adventurer, tasked with finding the way out of puzzle-filled dungeons.

The player can only move in illuminated areas - areas which are not lit are inaccessible.

Torches and other light sources can be found and used to light areas of the environment.

Find the door in each level to progress to the next.

Objects

There are a variety of interactable objects in Tenebra which can be found in each level.

Braziers

Braziers are a light source which can be found in later levels. Braziers can be lit by moving a torch next to them. Braziers that are on a track can be moved in either direction along the track by walking into them.

Oil Barrels

Walk over oil barrels to increase the range of a picked-up torch.

Hammer

Pick up hammers to repair broken rails, allowing connected braziers to move again.

Sensors

Sensors are 'switches' found in levels that must be illuminated by light to open the exit to a level.

Exit Gate

Find the exit gate in each level to escape to the next. If a gate is locked, find the sensor in the level and illuminate it!

Doors

There are three types of doors in Tenebra.

Standard Door

Standard doors do not require a key but cannot be walked through when holding a torch.

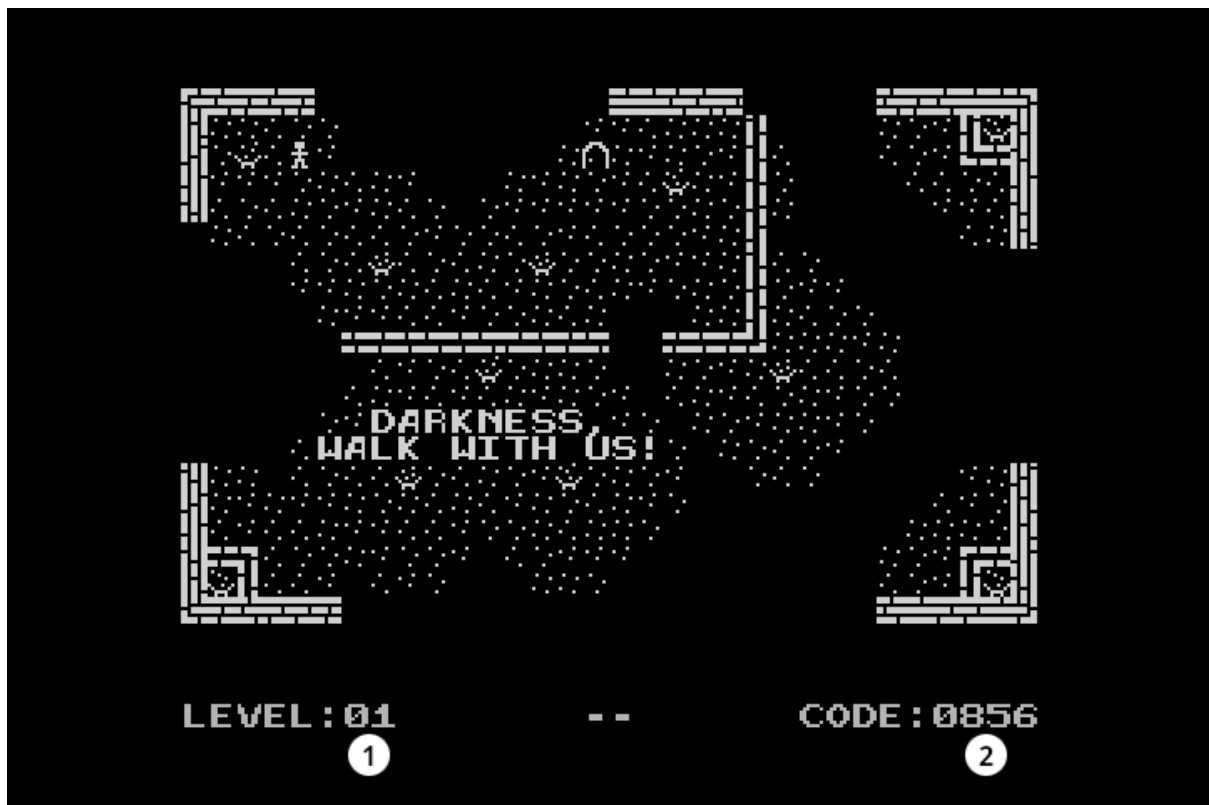
Locked Door

Locked doors require a key that can be found in the same level. Locked doors can be moved through while holding a torch.

Broken Wall

Broken walls can be squeezed through by the player.

Interface

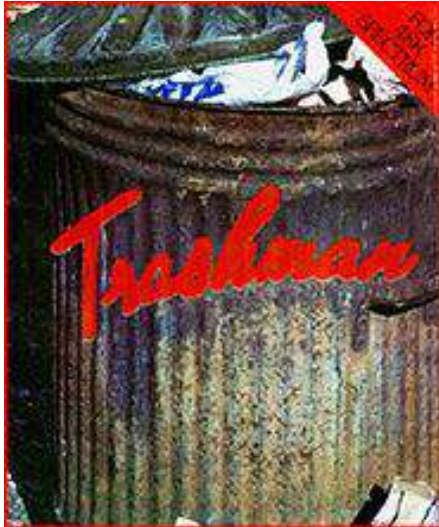


1. Current level
2. Current level code

The level code shown can be used to begin a new game from this level in the future.







Appendix: A- 45

Trashman



In this unique arcade game, help Trashman empty as many bins as he can before time runs out. Move over the bins to pick them up. Empty and return each bin to the house. Avoid cars, dogs and cyclists. Perform bonus tasks for extra points. Don't step on the grass.

Controls

Key	Button	Action
7		Up
6		Down
5		Left
8		Right
		Select menu item
		Select joystick

Starting a Game

Press 1 to begin the game with keyboard control. Alternatively, press the Select joystick button to begin the game with a controller.

NOTE To play this game using a controller, select Kempston in the Select Joystick menu.

To play with two players with one player performing an attempt at a time, change the choice to YES when the menu says 'Any more applicants' after entering the name for player 1.

Two-Player mode

To play with two players with one player performing an attempt at a time, change the choice to YES when the menu says 'Any more applicants' after entering the name for player 1.

Gameplay

Guide the Trashman through the neighbourhood finding all the bins in a level and emptying them into the trash van before time runs out!

When a bin is found, walk over it to pick it up. Bring bins back to the moving trash van, walking into the back of it to empty the bin. Once a bin has been emptied, quickly bring it back to the house it was taken from.

A bonus score shown at the top of the screen indicates the time you have left. Stepping on the grass will make the bonus timer decrease much quicker, so keep to the paths!

If a resident of a house appears at their door, walk into the door to replenish the bonus timer slightly by performing tasks for them. To exit the house early, press down on the joystick or controller.

Make sure to keep up pace with the trash van! The trash van periodically moves up the screen into the next area. To follow it, move to the top of the screen via a pathway or road.

Hazards

Dogs

Dogs can be found near some houses in later neighbourhoods. When a dog sees the Trashman move on the grass of its property, it will chase the Trashman! If a dog catches up and bites the Trashman, his movement speed will be reduced.

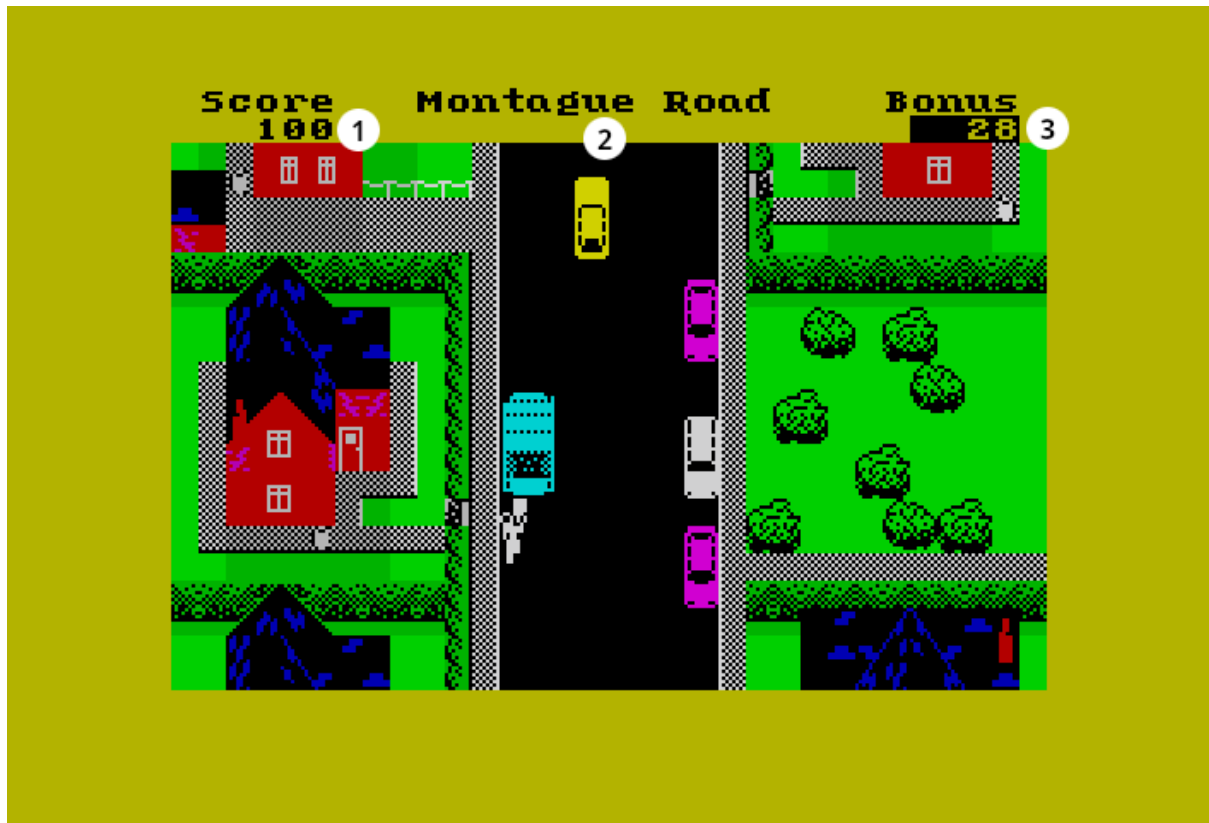
Cars

Cars move at varying speeds along the neighbourhood's roads. If a car hits the Trashman, the game will end.

Cyclists

Cyclists can appear on the pavement, riding down the screen in front of houses. If a bike hits the Trashman, he will begin limping, reducing his movement speed.

Interface



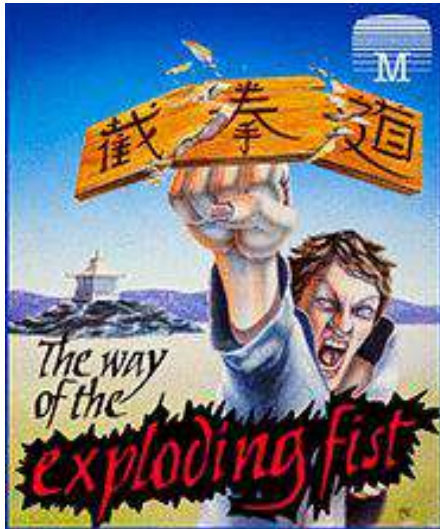
1. Score
2. Level name
3. Current bonus

Lives

Each Trashman starts the game with three lives (chances). Each time the bonus points reach zero before completing a level, the Trashman loses a chance. Run out of chances, and you'll be fired!

Appendix: A- 46

The Way of the Exploding Fist



In this martial arts fighting game, attempt to master the art of karate and take on increasingly challenging opponents. Combine 16 different combat moves to outsmart your foe. Move backwards to block incoming attacks. Hit your opponent to win a match.

Controls

Key	Button	Action
W		Up
X		Down
A		Left
D		Right
		Attack
SPACE		Attack 1
Q		Attack 2
E		Attack 3
Z		Attack 4
C		Attack 5
		One player
		Two players
		Select joystick
O		Control options

Starting a Game

One or Two Controllers

To play the game using a controller, press the Control options button to open the in-game menu. Once this has been opened, press the One player button to begin configuring the controls for player one, then press the Select joystick button.

If two controllers are being used, press the Two player button on player 1's controller to begin the game. Alternatively, press the One player button to begin playing against the computer.

Keyboard

Press the Control options button, or O on the keyboard to open the in-game menu and follow the on-screen instructions to configure the controls for player 1 and 2.

Gameplay

Hit your opponent using a combat action once to win a round.

Win two full points to win a match. If, at the end of a round no player has hit two full points and the game timer has reached zero, the judge will determine which player performed better and award the victory accordingly.

In two-player mode, the winner is the player with the most points after four rounds of play.

Points are scored based on how well the action was executed - a perfect hit which connects with your opponent will grant more points than a hit which only just makes contact with your opponent. To get a perfect hit, try and land your connecting hit with your opponent as close as possible to the centre of their sprite.

Combat

There are two layers of control for your character - moving without pressing the Fire key and moving while pressing the Fire key.

Fire pressed:

Control	Action
up	Flying kick
up + left	High back kick
up + right	High kick
left	Roundhouse
right	Mid kick
down	Forward sweep
down + left	Backwards sweep
down + right	Short jab kick

Fire not pressed:

Control	Action
up	Jump
up + left	Forward somersault
up + right	High punch
left	Walk backwards/block
right	Walk forwards
down	Crouch/low punch
down + left	Back somersault
down + right	Jab

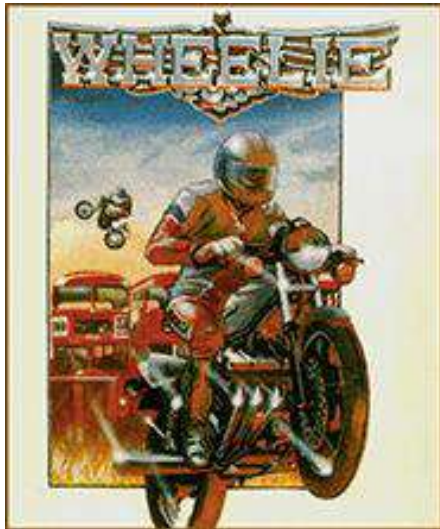
Interface



1. Player 1 score
2. Timer
3. Game mode
4. Player 2 score

Appendix: A- 47

Wheelie



This fast-paced arcade racing game puts you in control of the powerful Zedexaki 500 bike on a road trip through a dangerous world. Decelerate to change directions. Accelerate over ramps to jump over gaps. Avoid hedgehogs, ice, and dead ends. Don't let the ghostrider win.

Controls

Key	Button	Action
Q		Up
1		Freeze enemies
B		Right
V		Left
A		Down
		Control options
		Start
		Select joystick

Starting a Game

To play the game using a controller, press the Control options button on the main menu, then press the Select Joystick button. When you're ready to start the game, press the Start button on the controller.

To begin the game using keyboard controls, press any key on the bottom row of the keyboard.

When prompted for a level code, press Enter on the keyboard to progress. If you have a level code from a previous playthrough, use this to begin the game from the level with the specified code.

Gameplay

Use the left and right movement keys to change the motorbike's throttle. To change directions, move the throttle to zero, and move in the desired direction to increase the throttle and begin moving.

Some obstacles require the motorbike to make a jump - carefully time pressing the up-movement key to wheelie on the bike with a moderately fast speed, keeping an eye on the indicated movement direction in the bottom middle of the screen.

Performing a wheelie when the bike is about to move over a ramp will perform a jump, allowing the player to clear obstacles.

Wheelie contains a number of different hazards which the biker can encounter on the roads.

The Zedexaki bike has a limited supply of fuel. More fuel can be found in the world as pickups, appearing as text saying GAS. Move the motorbike over a fuel pickup to pick it up.

Travel to the end of each level by making your way through the obstacles, and not running out of fuel. When the end of a level is reached, the Ghost Rider will appear. Race the Ghost Rider back through the level to the start in order to finish the level. While racing the Ghost Rider back to the start, touching him will destroy the bike, losing a life.

Obstacles

Ice

Displayed as text saying ICE. If the bike is moving too quickly when crossing ice, the bike will slide out of control, causing the player to lose a life.

Ramps and Humps

Various ramps and cube-shaped bumps can be found throughout each level. To pass these obstacles, try to move the bike at a moderate to fast speed depending on the size of the obstacle, and move up to perform a wheelie. Some of the obstacles can take some trial and error - try and find the right balance of speed when approaching different obstacles in each level.

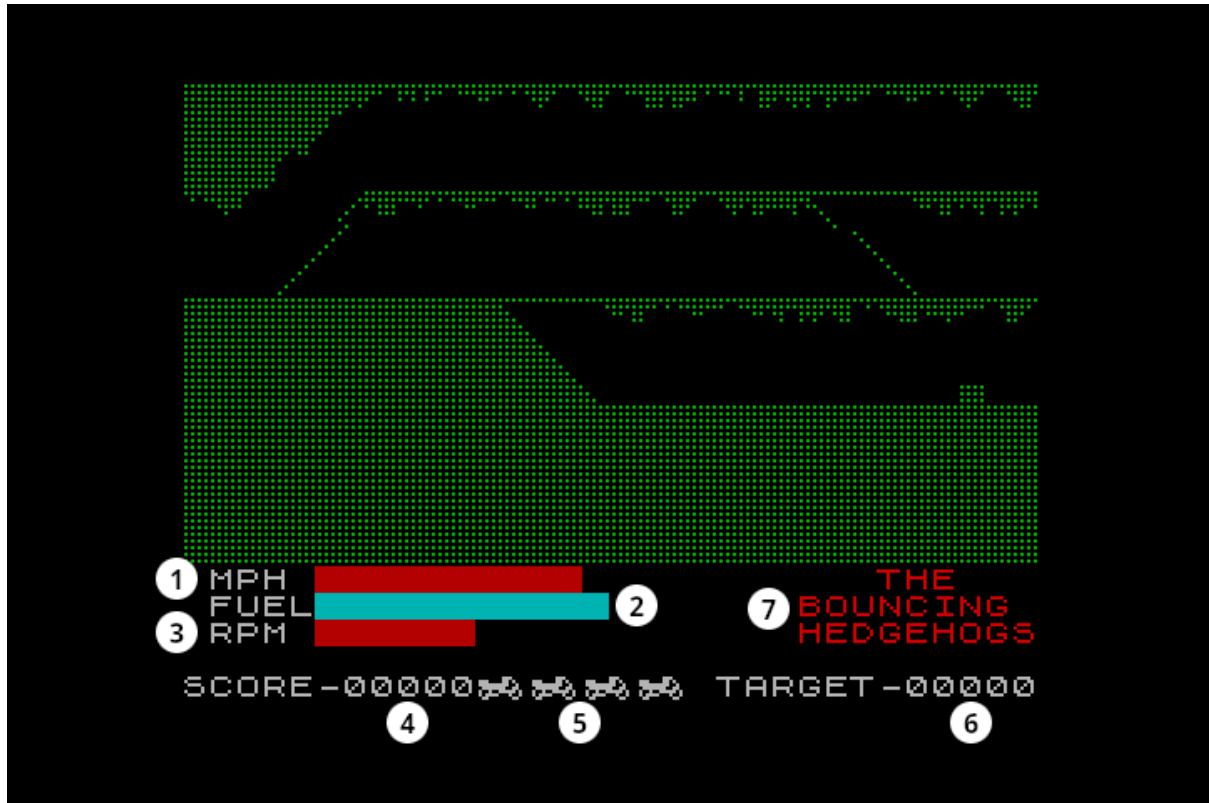
Wildlife

Depending on the current level, different wildlife will move along paths in some areas of the level. If the bike touches the wildlife, the bike is destroyed, and a life is lost. Creatures can be frozen by pressing the Freeze enemies key, at the expense of using a large amount of fuel while frozen.

Dead ends

If the bike touches the barriers before the wall in a dead end, the bike will be destroyed, losing the player a life. Slow down quickly enough and turn using the movement key opposite to the direction the bike is moving in before hitting a dead end.

Interface



1. Speed
2. Fuel
3. RPM
4. Score
5. Lives
6. High score
7. Level name

Scoring

Floating blue wheels can be found throughout each level. If the bike manages to touch a wheel, it will be collected, giving the player 50 points.











Appendix: A- 48

Where Time Stood Still



In this survival adventure game, control Captain Jarret and the survivors of a plane crash on a journey through the dangerous Himalayan peaks. Navigate the menu to swap control between survivors and manage their inventory. Keep healthy by using supplies and resting. Search for a way home.

Controls

Key	Button	Action
0		Redefine keys
		Up
		Down
		Left
		Right
		Fire
		Menu
		Yes
		No
		Start
		Select joystick

Starting a Game

To begin playing the game using a controller, press the Select joystick button, then press the Start button and the Yes button when prompted to confirm your selection.

NOTE - *Where Time Stood Still* does not have default controls when using a keyboard to play. To play the game using a keyboard, press the O key on the menu screen, then Y to confirm to begin assigning keys to movement and the fire key.

Gameplay

Move the controlled character using the movement keys. Press fire to run while moving.

While standing still, press fire and rotate the character to fire their laser in the direction they are facing, if they have ammo.

Characters

Jarret

The leader of the group. Equipped with a bag and some provisions from the start of the game.

Gloria

Gloria, a naturally elegant woman, isn't as weak as she may appear. Aware of stupid stereotypes, she is determined not to be a burden on the party. She complains rarely and is generally supportive of Jarret. Whilst her beloved remains Dirk, she finds Jarret strangely compelling, a fact she worriedly places to the back of her mind.

Dirk

Dirk, an athletic type with an exemplary background. He is very attached to Gloria and is never far from her side. However, should Gloria come a cropper his will to survive is greatly reduced. His Cambridge studies on obscure eastern dialects may come in useful when dealing with characters you find.

Clive

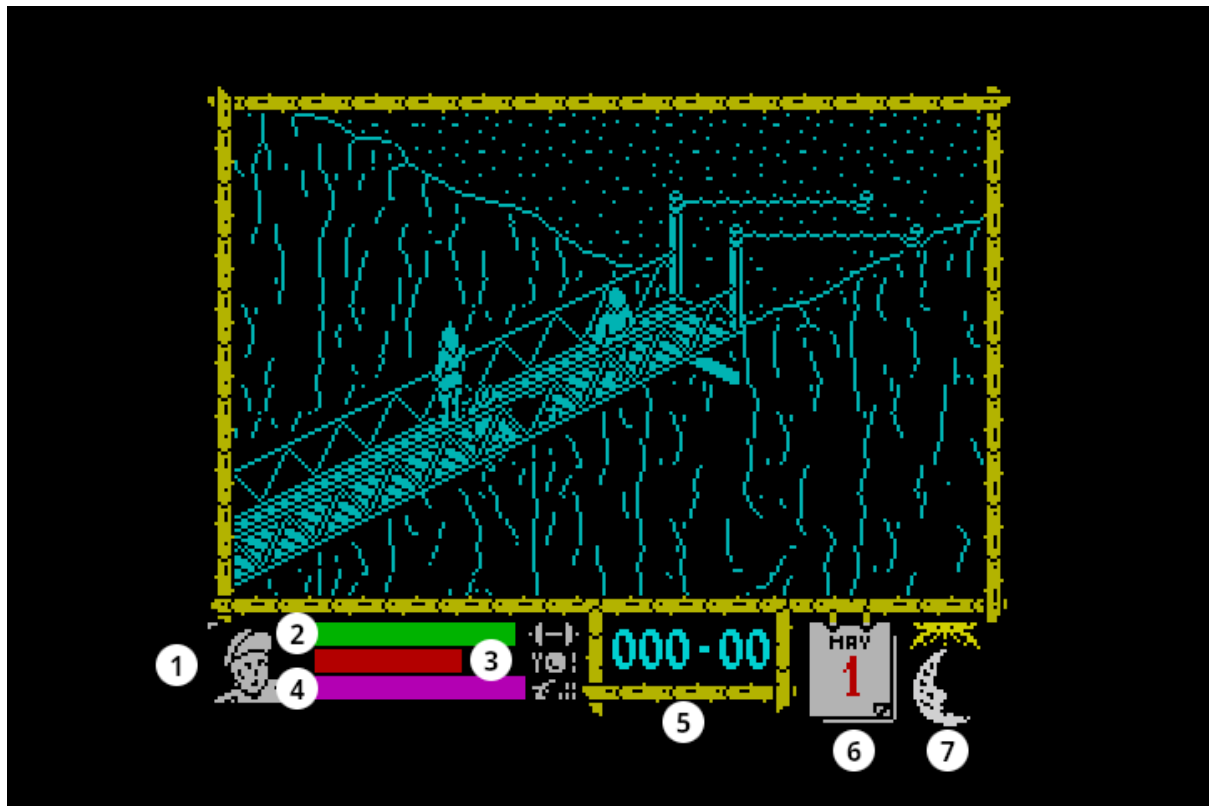
Clive is slow, unathletic, and ill tempered, always the first to complain. If on your travels you find anything valuable, he will want it. You must watch him carefully, especially if escape is close at hand.

Characters that are not being controlled will occasionally display text boxes above their heads to indicate their need (if they are thirsty or hungry, for instance)

When a character is telling you that he or she is tired, Jarret must judge whether to rest or not. Just because someone complains doesn't mean they can't go on a little longer. If your team gets disillusioned with your lack of progress, they are quite likely to abandon you and try to make their own way. If you leave your companions behind, then they will continue their journey as best they can, but without your strong leadership it is unlikely they will survive.

Interface

Status Display



1. Character portrait
2. Strength
3. Hunger
4. Thirst
5. Score
6. Date
7. Day/night indicator

Main Menu



1. Select Jarret
2. Select Gloria
3. Select Dirk
4. Select Clive
5. Quit to menu
6. Pause game
7. Toggle sound
8. New game

To swap characters, move the cursor over a character portrait and press the Fire key.

Inventory Menu



1. Items carried
2. Quit to main menu
3. Use item
4. Objects nearby

The inventory menu shows all items that the current character has in their inventory, as well as nearby items.

To pick up an item that is nearby, move the menu cursor over the item in the bottom row of the menu, and press the Fire key - the cursor will change to the icon of that item. Move the item to the top row of the menu and press the Fire key again. The controlled character will then attempt to move to this object, picking it up if possible.

To use an item, move the cursor over the Use item button and press the Fire key. Then, select the item you wish to use by moving the cursor over it and pressing Fire again.

To drop items on the floor, do the opposite - select the item from the top row, and move it to the bottom row. This will drop the item on the floor near the player.

Story

The plane is descending rapidly, Jarret struggling with the controls, searches anxiously for a possible landing site. Breaking through the clouds, the ground is suddenly upon him, and with one last heave on the joy sick he prepares for impact. Out of the wreckage tumbles Jarret, the guide and pilot, Clive, a fat and wealthy man, Gloria, his delicate daughter, and Dirk, her newly betrothed.

They have found themselves on a strange plateau, nestled between the peaks of the greater Himalaya. The only way out of their predicament is via a high mountain pass somewhere on the other side.

As our friends will soon be aware, everything is not quite as it seems. Protected by the mountains from both climatic and other outside influences, this land has remained undisturbed for millennia.

When your party is attacked by dinosaurs and harassed by cannibals it becomes apparent that no western man has been here and lived to tell of it.

You, (who initially control Jarret), must guide your party along tortuous mountain paths, across rivers and bottomless chasms, through swamps and forest, in the increasingly desperate search for the passage home.

NOTES

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